SEA OF STARS

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Credits

This strategy guide of Sea of Stars was constructed by putting together various sources of the internet with the purpose to cover all that the game has to offer and to get maximum enjoyment out of this Indie gem. Credit is given to the following sources:

Beginner Tips – Steam user Mud

https://steamcommunity.com/sharedfiles/filedetails/?id=3121664770

Character info, Items List, Equipment List – Sea of Stars wiki pages

https://seaofstars.fandom.com/wiki/Sea_of_Stars_Wiki

Base game and Throes of the Watchmaker DLC Walkthroughs – Neoseeker.com users Vinheim & Bkstunt

https://www.neoseeker.com/sea-of-stars/walkthrough

Additional screenshots added in Bkstunt & Vinheim's walkthroughs (Screenshots pertaining to Vinheim has a blue "V" in the bottom right corner) – arrpeegeez.com & various Youtube video walkthroughs

https://www.arrpeegeez.com/2023/08/sea-of-stars-walkthrough-guide.html

Beginner Tips

Need some help playing through Sea Of Stars and defeating enemies? Learn the best tips for beginners, so you'll succeed and continue the story.

As you try out Sea Of Stars, you'll quickly fall in love with the combat system, excellent music, and beautiful sprite work. However, the combat can be challenging if you don't know how to approach it.
With that in mind, you'll want to go through some beginner tips for the game to help you learn the systems and get through it. Doing so will not only help you save some time, but also get through the game, allowing you to see what the story offers.

Understand The Combat Meters And How They Refill

As you play Sea Of Stars, you'll notice three main meters you must manage in combat, so it's critical to not only understand how they work but also how you can restore them. You have HP, MP, and Combo.

HP and MP are common in JRPGs, with the first controlling your health and the second your magic and abilities. However, your HP and MP won't restore between battles, or at save points. That means you'll need to use items to restore your HP or find campsites to restore both stats. Some bosses will also fully restore your health before you start.

As for MP, you'll gain some of it whenever you perform a normal attack on enemies. Doing so means it's important for you to balance your MP use with your attacks.

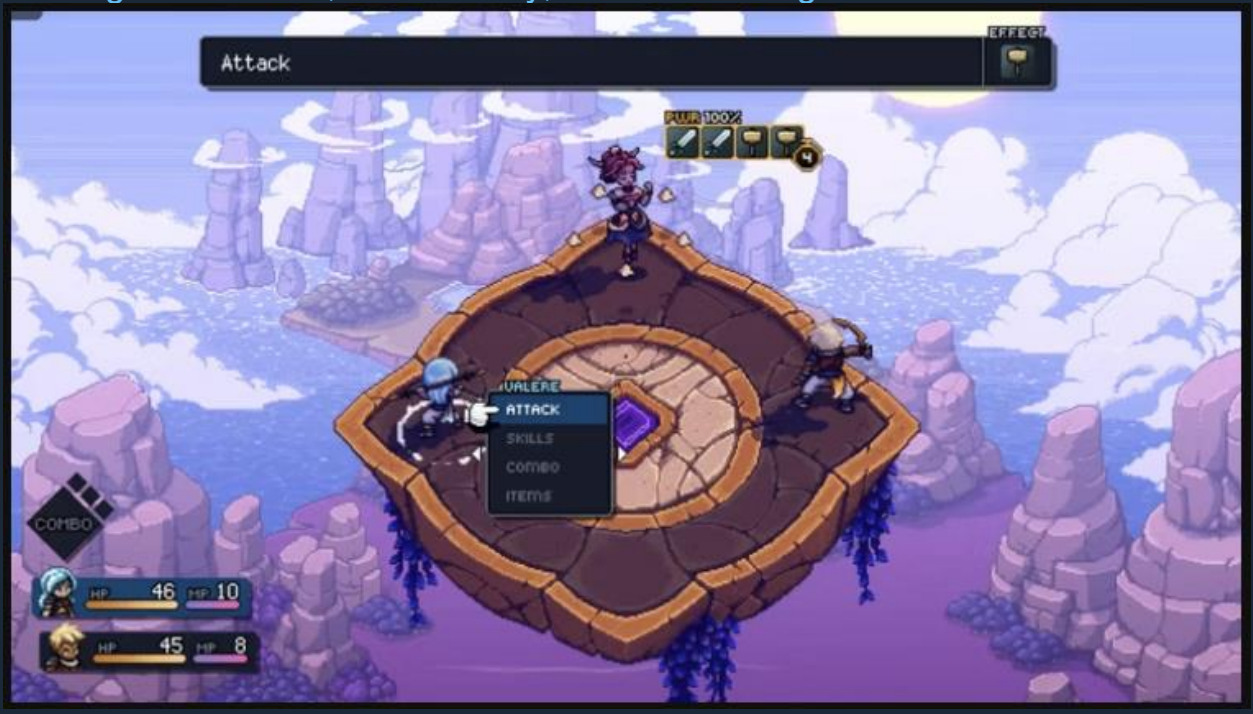
NOTE

You may want to hold off on attacking an enemy, unless they have a vulnerability to physical attacks. The only exception applies to your healing characters, like Vale, since you'll want to save their MP to protect your teammates.

Combos will build up as you perform actions and fight in combat. However, they reset when the battle ends, so you should use them as you see fit.

You'll unlock more Combos as you play through the game, allowing you to deal damage to enemies and heal your teammates. With that in mind, you can hold onto your Combos for offense or support, so remain flexible and use them as you see fit.

Dealing With Timers, Vulnerability, And Weakening



As you go through combat, you'll encounter multiple mechanics that you must utilize to survive encounters. First and foremost, you should pay attention to the timers above your enemies.

As their turns approach, a clock with a number in it will let you know when it's their turn. You can focus your efforts on enemies that are about to have their turns, so you'll take them out before they attack.

You can also plan your moves accordingly, having your character attack an enemy with two turns

until they attack, and if you don't take them out, use a healing spell to save your party before the monsters can strike.

NOTE

You may have multiple enemies on screen with varying timers, so you must react accordingly to give you the best odds in combat.

You should also pay attention to vulnerability and weakening during combat. Vulnerability isn't explicitly stated, but if you use an attack type that the enemy is weak to, the text "Vulnerable" will appear on the screen.

TIP

You can inflict this with various weapon and magic types, including blunt, sun, moon, and more, so test out your different types and see what works best.

As for weakening, if the enemy is preparing a spell, you can cut down its damage by inflicting the elements shown above them, up to half damage.

So, for example, if they have two blunt and two slash symbols, you'll need to land two blunt and two slash attacks to half the damage. Always prioritize these targets since doing so will allow you to use your offense as a defensive strategy.

When In Doubt, Mash The Confirm Button

The game isn't always clear where you must go on the map, since it has context-sensitive actions based on where you are. For instance, if you press confirm next to some ledges, you can climb them, but not other ones. Because of that, you may find yourself unable to continue through a

section or stuck in a dungeon since you can't figure out where to go.

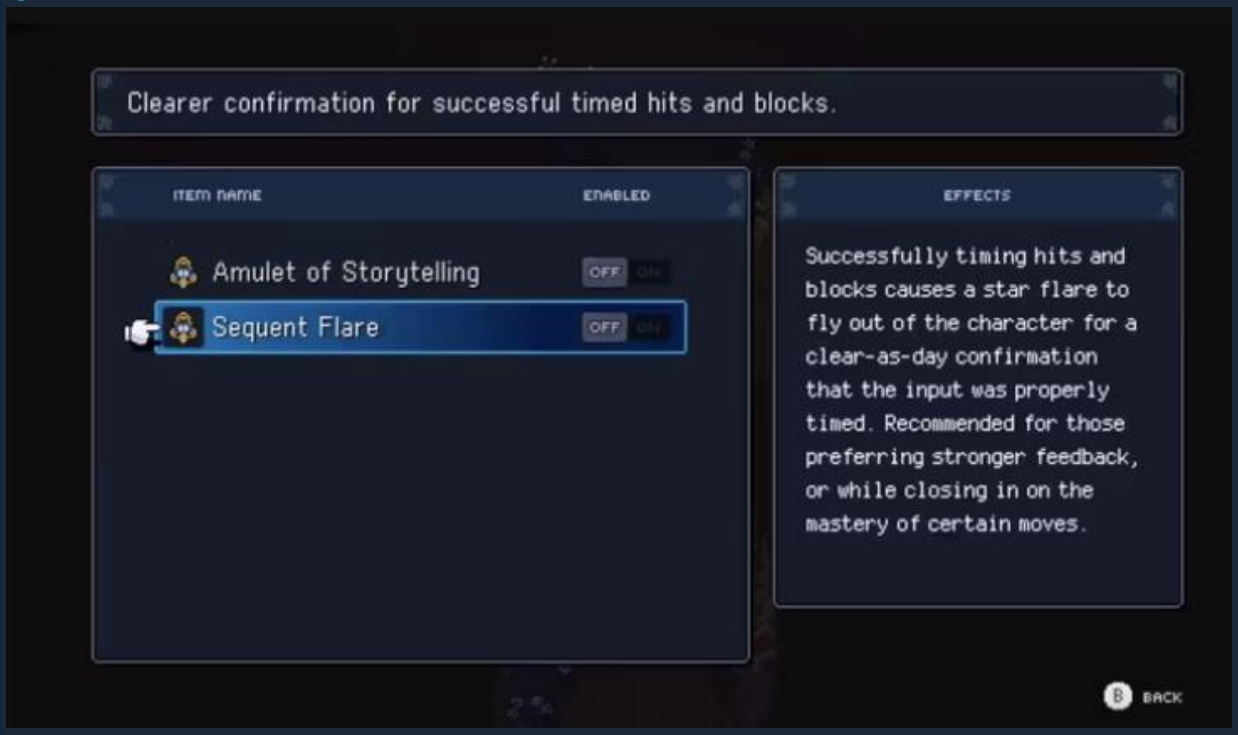
Luckily, you won't have random encounters since you can see the enemies on the map, so you won't run into any issues as you travel around on the map.

That means you can run to different parts and try to interact with everything you come across. Doing so could help you find objects that you didn't know you could interact with, such as climbing walls, sliding across gaps, and even hopping up different sections.

You don't even need to go up to specific objects if you find it too difficult. Just run around the area and mash the confirm button until you find what you need.

Doing so can also give you hints about the dungeon, showing you how the world works and allowing you to make the rest of the puzzles easy.

Give The Relics A Shot


Clearer confirmation for successful timed hits and blocks.
ITEM NAME
ENABLED
Amulet of Storytelling
OFF ON
Sequent Flare
OFF ON
EFFECTS
Successfully timing hits and blocks causes a star flare to fly out of the character for a clear-as-day confirmation that the input was properly timed. Recommended for those preferring stronger feedback, or while closing in on the mastery of certain moves.
B BACK

You have different Relics you'll unlock, with the first two being the Amulet of Storytelling and Sequent Flare. Relics adjust how the game works, helping you to learn the mechanics while also making the game easier in different situations.

For instance, the Amulet of Storytelling increases your team's HP by 100 percent and restores your HP after every fight. This will make the game significantly easier, so turn to it if you want to breeze through the game.

On the other hand, Sequent Flare is an excellent Relic you may want to always have equipped. It

causes a comet to shoot into the sky whenever you time your button presses correctly. That way, you know exactly when to press it and if you're performing the action commands correctly.

NOTE

[It's great to not only show you how the different abilities work but can help you identify when to block attacks from enemies.[/b]

It never hurts to go through your Relics whenever you get them, so spend some time reviewing them. You should also get a feel for the timing mechanics in this game since they'll boost your damage by about 30 percent and reduce the damage you take by roughly the same amount.

TIP

Relics don't have drawbacks and do exactly as they say. Use them as you see fit to custom-tailor the game to your needs.

Understand Your Characters Through Stat Boosts

Whenever you level up, all your characters will have their stats increased, though you also get to pick another stat and receive a large boost. However, you can't use it on any stat, but you can choose from four preset options. These stats will give you an idea of how a character works, allowing you to focus your efforts accordingly.

For instance, Valare emphasizes physical damage and defense, so you'll want to focus on physical attacks to maximize her damage. On the other hand, Zale has access to Mana boost and magic damage, so you'll want to focus on magic and healing. You'll come across similar stat boosts as you unlock more characters, so look at them and get a feel for what they do.

You can also use their abilities to understand how they work. Valare mostly has damaging abilities, while Zale has a low-cost heal along with a high-cost magic spell. You can use that information to guide your choices and even your equipment, allowing you to make the most of their strengths and weaknesses. Since your MP takes time to recharge, you must maximize these stats if you want to survive.

Zale

"You have such a relaxed outlook. I wish I was born on the winter solstice too."
— Zale

Zale

Zale is one of six playable characters in *Sea of Stars*. He is a Solstice Warrior, and he works together with Valere and Garl. Zale walks the path of the Guardian God Solen. The Elder Mist foretold that, in order to find his light and achieve his full potential, he will first need to "stare at the night inside of him."

Skills

Name	Cost	Effect	Timed	Boosted	Timed & Boosted
Healing light	4 MP	Heal	Heal	Heal	Heal
	Restores HP to a single ally.				
Dash Strike	7 MP	(1 1)All	(1 1)All	(1 1)All	(1 1)All
	Sword and Sun damage that hits all enemies.				
Sunball	8 MP	(1)AoE	(1)AoE	(1)AoE	(1)AoE
	Solar magic projectile that splashes to nearby targets.				
Ultimate: Solen's Light: Salvation		(All)All			
	Zale's ultimate attack.				

Combos

Name	Ally	Cost	Effect	Timed	Boosted	Timed & Boosted
Solstice Strike		1 CP	1 1	2 2	1 1 1	2 2 1
	Dual attack. Each regenerate 3MP.					
Mending Light		2 CP	(Heal)All allies	(Heal)All allies	(Heal)All allies	(Heal)All allies
	Restores HP to all allies.					
Soonrang		2 CP	(1 1)	(+1 +1)*	(1 1)	(+1 +1)*
	Lunar and Solar magic projectile that can bounce to multiple targets.					
Solar Rain		2 CP	(2 or 4)All	(2 or 4)All	(2 or 4)All	(2 or 4)All
	Sun damage that hits all enemies.					
X-Strike		2 CP	(1 2 2)All	(1 2 2)All	(1 2 2)All	(1 2 2)All
	Sword, Sun and Venom damage that hits all enemies.					
Arcane Sun		2 CP	1 1	(1 1)All	1 1	(1 1)All
	Arcane and Solar magic damage to a single target. Can be timed for bonus AoE.					
Conflagrate		3 CP	1 1	(+1 +1)**	1 1	(+1 +1)**
	Arcane and Solar magic damage (multi hit).					

*Applies with each hit. Seemingly no limit to how many times can be applied.
**Applies with each hit.

Valere

> *"I wouldn't overthink it. Prophecies are not swayed by the attention we give them."*
> — *Valere*

Valere

Valere is one of six playable characters in *Sea of Stars*. She is a Solstice Warrior, and she works together with Zale and Garl. She walks the path of the Guardian Goddess Luana. The Elder Mist sees great potential in her, believing she might one day be the one to "create paths on water."

Skills

Name	Cost	Effect	Timed	Boosted	Timed & Boosted
Crescent Arc	6 MP	(1 1)AoE	(1 1)AoE	(1 1)AoE	(1 1)AoE
	Smashes enemies in an arc.				
Moonerang	7 MP	(1)	(+1)*	(1)	(+1)*
	Lunar magic projectile that can bounce to multiple targets.				
Lunar Shield	11 MP	(Heal + 1 Lunar Shield)All allies	(Heal + 1 Lunar Shield)All allies	(Heal + 1 Lunar Shield)All allies	(Heal + 1 Lunar Shield)All allies
	Miniature moons each protect allies from a single hit and heal slightly.				
Ultimate: Luana's Might: Retribution		(All)All			
	Valere's ultimate attack.				

*Applies with each hit. Seemingly no limit to how many times can be applied.

Combos

Name	Ally	Cost	Effect	Timed	Boosted	Timed & Boosted
Solstice Strike		1 CP	1 1	2 2	1 1 1	2 2 1
	Dual attack. Each regenerate 3MP.					
Arcane Moons		1 CP	(1 1)All	(1 1)All	(1 1)All	(1 1)All
	Arcane and Lunar magic damage to all targets.					
Mending Light		2 CP	(Heal)All allies	(Heal)All allies	(Heal)All allies	(Heal)All allies
	Restores HP to all allies.					
Soonrang		2 CP	(1 1)	(+1 +1)*	(1 1)	(+1 +1)*
	Lunar and Solar magic projectile that can bounce to multiple targets.					
Bash Drop		2 CP	1	1	1 1	1 1
	Moderate Blunt damage vs one target.					
Moonrock		2 CP	1 1 1	2 2 2	1 1 1	2 2 2
	Blunt, Arcane and Moon damage to a single target.					
Moon Shiv		3 CP	1 1 1	2 2 2	1 1 1	2 2 2
	High damage vs one target.					

*Applies with each hit. Seemingly no limit to how many times can be applied.

Garl

> *"You just do your Solstice Warrior duties and I'll keep your bellies full!"*
> — *Garl*

Garl is one of six playable characters in *Sea of Stars*. He is a resident of Mooncradle, and though he is not a Solstice Warrior, he works together with his best friends, Valere and Zale. The Elder Mist hesitantly approves of him, and requires that he remember his own limitations when it comes to combat. It is written in the stars that his heart just might be warm enough to "soothe a long tormented soul."

Skills

Name	Cost	Effect	Timed	Boosted	Timed & Boosted
Hurl	3 MP	1	1	1	1
	Garl hurls an enemy to another position, if possible.				
Nourish	7 MP	Heal	Heal	Heal	Heal
	Garl throws a snack at a friend (medium heal).				
Cooker Surprise	7 MP	(1)AoE	(1)AoE	(1)AoE	(1)AoE
	Area damage.				
Ultimate: Sleeper's Fury		(All All All All All All)All			
	Garl's ultimate attack.				

Combos

Name	Ally	Cost	Effect	Timed	Boosted	Timed & Boosted
Item Roulette		1 CP				
	Garl picks a random item for a special effect.					
Venom Bomb		1 CP	(1 1)AoE	(1 1)AoE	(1 1)AoE	(1 1)AoE
	Area damage.					
HurlSmash		1 CP	(1 1)1 + (1)1	(1)All + (1)2	?	?
	Garl hurls an enemy for B'st to power smash.					
Bash Drop		2 CP	1	1	1	1
	Moderate Blunt damage vs one target.					
Solar Rain		2 CP	(2 or 4)All	(2 or 4)All	(2 or 4)All	(2 or 4)All
	Sun damage that hits all enemies.					

Seraï

"I couldn't find the words... Would you have stuck around if you knew?"
— Seraï

Seraï is one of six playable characters in *Sea of Stars*. She is an assassin who can create portals through space with her daggers.

Seraï

Skills

Name	Cost	Effect	Timed	Boosted	Timed & Boosted
Venom Flurry	6 MP	(1)3	(+1)*	(1)3	(+1)*
	Venomous darts hit all enemies.				
Disorient	7 MP	1 1	1 1	1 1	1 1
	A well placed kick that delays an enemy's action.				
Phase Shiv	9 MP	1 1	2 2	1 1	2 2
	Teleports to backstab the target with a venom-coated blade.				
Ultimate: Vespertine Cannons		(All All)All			
	Seraï's ultimate attack.				

*Applies with each hit. Seemingly no limit to how many times can be applied.

Combos

Name	Ally	Cost	Effect	Timed	Boosted	Timed & Boosted
Item Roulette		1 CP				
	Garl picks a random item for a special effect.					
Arcane Barrage		2 CP	None	(+1 +1)*	None	(+1 +1)*
	Multiple arcane hits on a single target that also delays its turn.					
X-Strike		2 CP	(1 2 2)All	(1 2 2)All	(1 2 2)All	(1 2 2)All
	Sword, Sun and Venom damage that hits all enemies.					
Elbow Loop		2 CP	1 1 1	1 1 1	1 1 1	1 1 1
	Single target Blunt, Venom and Arcane damage.					
Moon Shiv		3 CP	1 1 1	2 2 2	1 1 1	2 2 2
	High damage vs one target.					

*Applies with each hit, up to 6 times.

Resh'an

> *"Lastly, and most importantly, I am under no circumstances allowed to fight a Dweller."*
>
> — *Resh'an*

Resh'an is one of six playable characters in *Sea of Stars*. His moniker is The Archivist, and his alter ego is the Great Eagle. He talks to the player throughout the story from his chair in the Great Archives before they truly meet him in person.

Skills

Name	Cost	Effect	Timed	Boosted	Timed & Boosted
Abeyance	6 MP	(3)AoE	(3)AoE	(3)AoE	(3)AoE
	Deals arcane damage while pulling enemies together.				
Ebb	8 MP	1 lock	2 locks	1 lock (+1 per boost)	2 locks (+1 per boost)
	Removes a random lock on the target. +1 lock if timed.				
Petrichor	12 MP	(Heal)All allies	(Heal)All allies	(Heal)All allies	(Heal)All allies
	Soothing mist heals the party.				
Ultimate: The Great Eagle		(All)All + (Heal + Revive)All allies			
	Resh'an's ultimate attack.				

Combos

Name	Ally	Cost	Effect	Timed	Boosted	Timed & Boosted
Arcane Moons		1 CP	(1 1)All	(1 1)All	(1 1)All	(1 1)All
	Arcane and Lunar magic damage to all targets.					
Venom Bomb		1 CP	(1 1)AoE	(1 1)AoE	(1 1)AoE	(1 1)AoE
	Area damage.					
Arcane Barrage		2 CP	None	(+1 +1)*	None	(+1 +1)*
	Multiple arcane hits on a single target that also delays its turn.					
Bottle Punch		3 CP	(1 1)AoE	(1 1)AoE	(1 1)AoE	(1 1)AoE
	High damage vs one target.					
Conflagrate		3 CP	1 1	(+1 +1)**	1 1	(+1 +1)**
	Arcane and Solar magic damage (multi hit).					

*Applies with each hit, up to 6 times.

**Applies with each hit.

B'st

"Thank you for giving me physical form again, Great Alchemist. For centuries I have longed for the chance to reclaim my world."

— *B'st*

B'st is one of six playable characters in *Sea of Stars*. He is a lost one from one of Aephorul's experiments that was given physical form by Resh'an through Living Glass.

Skills

Name	Cost	Effect	Timed	Boosted	Timed & Boosted
Elbow Drop	7 MP	1 1	1 1	1 1	1 1
	Moderate Blunt and Arcane damage to a single target.				
Warble	8 MP	Heal + Revive	Heal + Revive	Heal + Revive	Heal + Revive
	Inspires the target, curing KO'd state and healing slightly.				
Power Smash	8 MP	1	(1)All	1	(1)All
	Arcane damage to a single target. Can be timed for bonus AoE damage.				
Ultimate: Altered B'st		(All)All			
	Bst's ultimate attack.				

Combos

Name	Ally	Cost	Effect	Timed	Boosted	Timed & Boosted
HurlSmash		1 CP	(1 1)1 + (1)1	(1)All + (1)2	?	?
	Garl hurls an enemy for B'st to power smash.					
Moonrock		2 CP	1 1 1	2 2 2	1 1 1	2 2 2
	Blunt, Arcane and Moon damage to a single target.					
Arcane Sun		2 CP	1 1	(1 1)All	1 1	(1 1)All
	Arcane and Solar magic damage to a single target. Can be timed for bonus AoE.					
Elbow Loop		2 CP	1 1 1	1 1 1	1 1 1	1 1 1
	Single target Blunt, Venom and Arcane damage.					
Bottle Punch		3 CP	(1 1)AoE	(1 1)AoE	(1 1)AoE	(1 1)AoE
	High damage vs one target.					

Artificer

> *"I am retribution. I am genius incarnate. I am the ultimate engineer. I am... THE ARTIFICER!"*
> — *Artificer*

The **Artificer** is a playable character for the *Throes of the Watchmaker* DLC of *Sea of Stars*, and a non-playable character in the game's main story. He is the unified body of Caël and the engineer kids once trapped in Clockwork Castle.

Regular Attack

- Laser: A basic attack that deals Laser damage to a single enemy. It can be boosted to deal a second hit and can be further enhanced with boosts to deal additional damage.

Skills

- Cannonball Trampoline: Deals "Bonk" damage to random enemies. The timing for moving the trampoline can extend the attack and boost it to add more cannonballs.
- Toubib Bim: Heals one party member. The timing for lining up the crystal with the beam can increase the amount of healing.
- Leap Frog: Deals Laser damage to one enemy on landing. The timing for the landing can add another hit to a random enemy and be extended indefinitely.

Combos

- Galette des Rois (with Zale): Deals damage to random enemies and heals random party members.
- Heap Frog (with Valere): Deals both Laser and Magic damage to a single enemy.
- Jugglecore (with Zale): Deals Fire, Bonk, and Magic damage.

Welcome to our Sea of Stars (2023) walkthrough and guide, a fantastic indie RPG released by Sabotage Studios. With this guide you can expect a full walkthrough from the beginning of the game right to the end, with strategies for enemies and bosses, as well as every area and sidequest thoroughly explored! We'll even find every collectible and delve into achievements and the "Wheels" mini-game.

So, what's there to say about Sea of Stars!? First, this game is absolutely gorgeous, and immediately draws comparisons to games many fans loved back in the Golden Era of RPGs (Chrono Trigger/Secret of Mana). The battle system here takes inspiration from Super Mario RPG and the various Mario RPG games, with timed button presses helping on offense and defense. Paying attention in battle will definitely pay off!

Other than that though, Sea of Stars is just an exceptionally well put-together RPG, and exactly the type of game fans of the genre are going to enjoy playing as soon as possible! So, it doesn't hurt to have a couple of RPG veterans on your side to enjoy the journey with and make sure you don't miss out on anything! I'm certainly glad we're here together to go on another adventure!

Let's see if we can't find our place amongst the stars...

Yours,

~ Bkstunt and Vinheim

What this guide will offer:

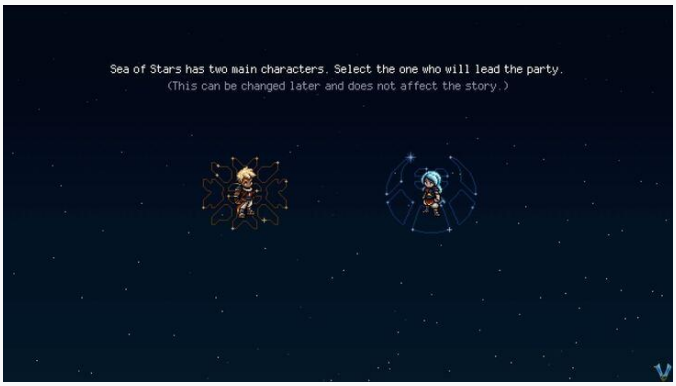
- Complete walkthrough for the game from start to finish
- Strategies for timing/winning against enemies and bosses
- World Exploratoin
- Finding every optional Relic, Rainbow Conch and Unique Item
- Playing along with your ol' pals BK and Vinheim!

PS	FUNCTION
	Interact
	Cancel / Graplou
	Game Menu
	Mistral Bracelet
	Set up Camp
	Time of Day (Back)
	n/a
	Time of Day (Forward)
	Save Menu
	n/a

Prologue – Chapter 1

NOTE: Please note that there are no "chapters" per se in the game. We have separated them to space out the Table of Contents a bit and to make the separations of key points in the game.

Welcome to our guide for Sea of Stars! As you begin the game, you'll have to pick one of the two characters to play as, but as the game tells you this choice doesn't matter to the story and you can switch later. They will also be in the party from the very start so no real reason to think hard about it. There are parts of the game where they'll split up, leaving you in control of the character you pick here, but what you play through is the same.


Sea of Stars has two main characters. Select the one who will lead the party.
(This can be changed later and does not affect the story.)

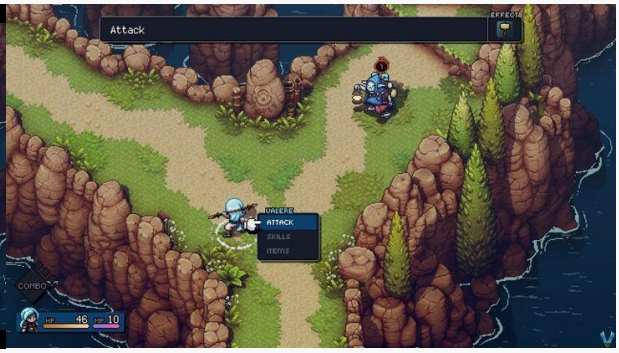
We will then get an introduction from a mysterious "Archivist". Huh... we'll learn of **"The Fleshmancer"** here (which is an evil-sounding name!), as well as **"Evermist Island"** and **"Solstice Warriors"**. It sounds like there's an entire multiverse out there, but we're about to be witness to this story in particular.

Let's get started!

Mountain Trail

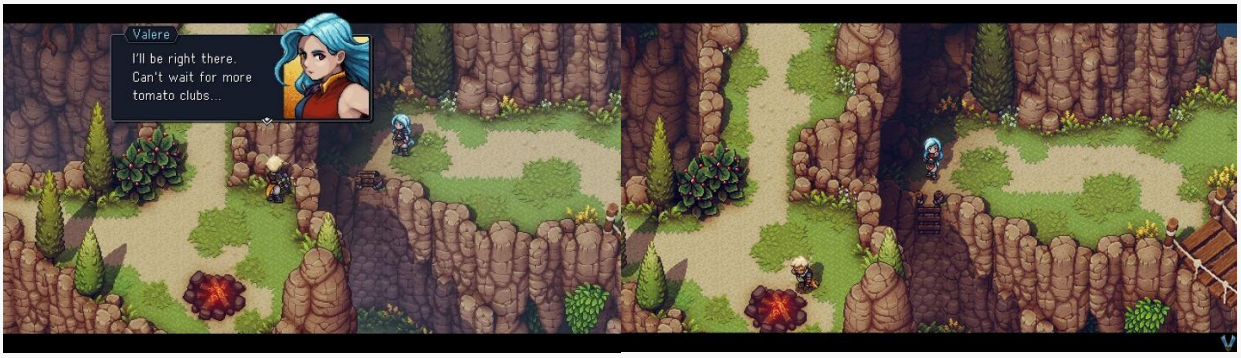
We'll start out with our two protagonists here: **Valera** and **Zale**. After some reminiscing about the past, the two will split up and look for a good camping spot.

We're controlling Valera here, and since Zale went west, we'll be going east. Of course, we get attacked right away! This is very much a tutorial battle, so just select attack twice and we'll defeat this enemy.



Head right and climb up the small cliffs. As you go, you'll see an interesting creature following us (a Rochevre), but as you get high enough, this thing will attack as well. Bah! Here, you're taught to use skills after you first attack. Do so to see what it's like and defeat the creature.

You'll also get some dialog from Zale here. We've hit a dead-end, so go interact with the ladder to drop it down, and take the western path now.



As you take this path, you'll have to climb up and shimmy along some cliff walls. This is unique, huh? The rocks will drop here, but head up and defeat the enemy you find (use a skill if you wish), and then exit the cave to find your partner.

Zale
"As I said, whether by paying attention in class, or by recklessly attempting to hit a projectile with your open palm, you WILL learn the first rule of solar magic."

We'll make camp for the day and the two will reminisce even more. Especially about a certain someone and the events of 10 years ago...

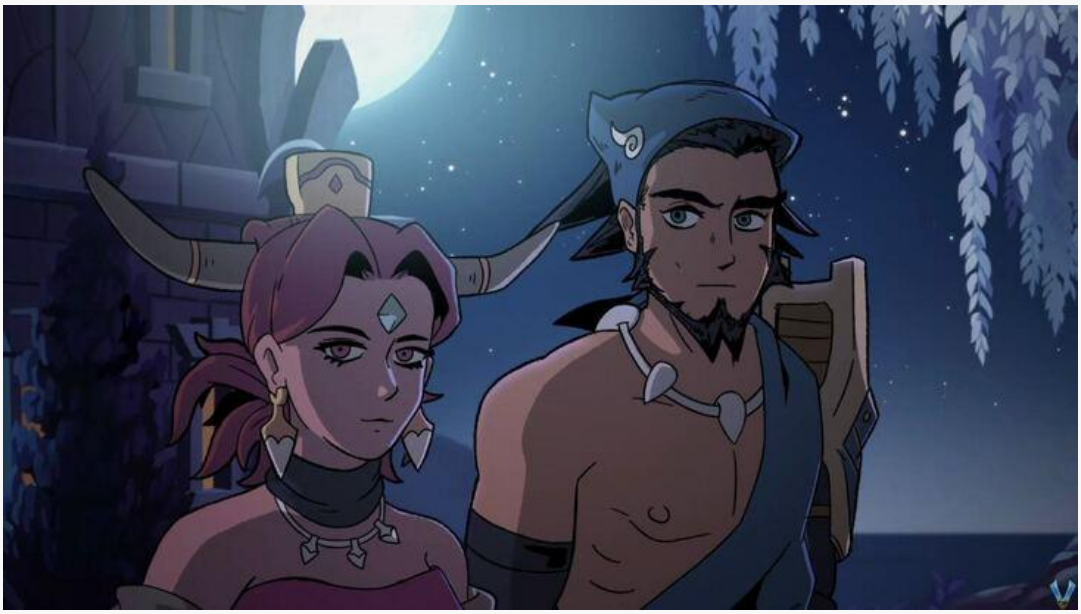
Mooncradle Village

Ten Years Ago... "Mooncradle Village".

We will see a much younger Valera and Zale here. They are... well, there's no other way to say it, they are adorable. Listen to their dialog together with their friend, and once you gain control head south to exit this "secret hideout".

Head upwards into the village now. You can enter some houses, talk to villagers, and explore a tiny bit but there's no items and sooner or later you're going to get a cut-scene (Which is... incredibly detailed and animated! This definitely took me by surprise!)

We will meet **Brugaves** and **Erlina** here, two Solstice Warriors, as well as **Headmaster Moraine**. They'll interact with us a bit before leaving.



Once they are gone, we'll notice a full moon is out! Perhaps this is what we needed to enter the **"Forbidden Cavern"**? Oh, THAT is a good name! Valera will decide to try and open it!

I suppose we have a purpose here now!

You can explore to the south and east a bit if you wish (the Celestial Tree here is worth seeing), but to continue we'll have to head north, leaving the village.

As you can see, we enter a small "World Map" of sorts (Chrono Trigger vibes anyone?). There's only just the one place to go here. We may as well, right? Head north and enter the "Forbidden Cavern".

Forbidden Cavern

As you enter this area, we'll get some scenes. After a delicious snack (OK, I'm a fan of Garl now), Valera opens the cave. Wow, she has some talent after all!

Head on inside and watch the scenes. You knew this was coming, didn't you? Thankfully, it seems that bell most likely saved all of our lives, and we'll head back to the village automatically.

Mooncradle Village

Enjoy the scenes here as the kids say goodbye (awww...) and we'll head up to go get trained like the two wanted all along.

We'll get a quick description of the facilities and then be told to go to bed. Makes sense. Explore again if you wish (we really can't do anything with the Headmaster's Room) and then go to the dorms on the right. You will have to interact with the beds to sleep to progress the game here.

In the morning, make your way to the Training Hall to the left and talk to Brugaves. He will give us our physical training for today! We'll also get the **Training Sword** and **Training Staff** here. Enjoy the training!

Once you're done here, we'll be told to go see Erlina. Just run back to the entrance to the Academy to find her and we'll get some magic training! She'll have some thoughts of her own before the Headmaster interrupts...

After that will be sewing, but eventually Valera will get bored! Once you have control, head back to the Headmaster's room to see a scene. We'll hear a bunch of things we probably shouldn't have...

Not that we won't learn naturally here! The two will learn about "Dwellers", "World Eaters" and why the Solstice Warriors only fight Dwellers on a "Total Eclipse", which puts dates on things for sure (or at least makes us wait for periods of time).

The Headmaster will share with us that there's only one known Dweller in the world right now: the **"Dweller of Woe"**. Interesting.

We'll then get a scene where we'll hear something, waking us up. Go to the entrance of the academy to investigate and you'll find a note from our friend Garl, as well as a **Cookie Jar**. OK, Garl is definitely the best isn't he!

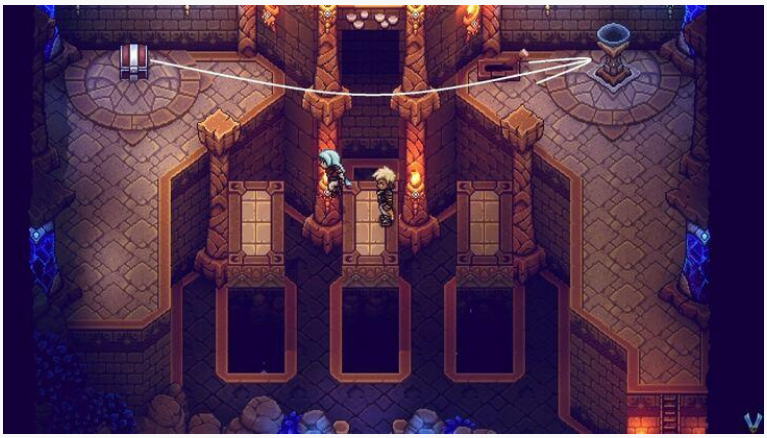
The years will pass, and both of the two junior warriors will grow up. You'll get to see them grow through several stages, which is pretty cool. Soon though, you'll see they actually finish sewing something that they feel is "right" and worthy of the Elder Mist.

When you gain control, head to the Headmaster (he's outside of his room) and we'll get some dialog about how ready we are. You will also get two tutorials here with our mentors. The first is the **"Magic Basics"** tutorial which is all about breaking enemy special attacks, and regaining MP. Very important!

The second tutorial is the **"Combat Basics"** tutorial, where you'll learn about timing your attacks and defense. Very similar to the "Paper Mario" or "Mario RPG" series if you've played those games before. You also learn how to come back from being knocked out, which is bound to happen sooner or later!

After the training, talk to the Headmaster for the final test. He'll give us **Tomato Club x3** here, but you won't need them, and then he'll send us off for our final challenge.

When you gain control, jump into the circle and we'll land in the water below. This is a small **Training Dungeon**, and it isn't very complicated. Head up the ladder on the right here, hit the switch, then jump across the platforms to the left to find an **Ornate Stone**. Jump back to the right now to put it in the brazier/lantern to open the way forwards. Or well... to unleash some enemies anyways, which we can take out pretty easily (only have Valera use her skill here to make it quick). This gives us our first taste of **Experience**, which is nice, and let's us climb further upwards!



The next level up here is pretty much the same thing: navigate to the chest, get another **Ornate Stone**, put it into the brazier/lantern and you'll unleash a second set of enemies. This one has three foes, so you should have Zale shoot a fireball at the central enemy Note how there is **"splash damage"** with this attack, so regular attacks will take the rest of the enemies down. You'll also see we're close to a level up after this battle.

OK, let's continue. We'll head to a new room with a suspicious button in the middle. Go ahead and hit it.

We'll now face our first **"Boss"**. Boss in quotation marks, as this is still very much a tutorial fight.

Our "boss" is named **WYRD** here. He reminds me of Gato from Chrono Trigger a bit. His main quirk is that he will **shuffle weaknesses** here, so you always know what he is weak to. So... we need to simply hit him with whatever weakness he has. That's pretty much it. Wyrd will attack physically quite a bit and he has a large wind-up on his punch, so be sure to time your blocks and reduce the damage here. You should be able to get through this fight with no healing whatsoever.

You will also undoubtedly level up after this fight. BK went with defensive bonuses here, for the record, but it is definitely up to you!

Continue on and we'll end up jumping down right in front of the Headmaster. That was convenient! Talk to him and he will decide that we need to go see the Elder Mist now. This means seeing all of the townspeople though as we have to head through the Forbidden Cavern.

Enjoy the scenes here as we see everyone but Garl... Darn! We'll soon be at the village gates where the Headmaster will give us some more **Tomato Club x3**. That's not all this time though: he will also give us the **Amulet of Storytelling** and **Sequent Flare**: our first two "Relics".

These relics can be turned **on or off** in the main menu. They will make the game much easier if you're looking to customize your experience. For now, BK is leaving the Storytelling Amulet off and turning on the Sequent Flare relic.

OK, go ahead and head back to the Forbidden Cavern once again! For real this time!

Forbidden Cavern

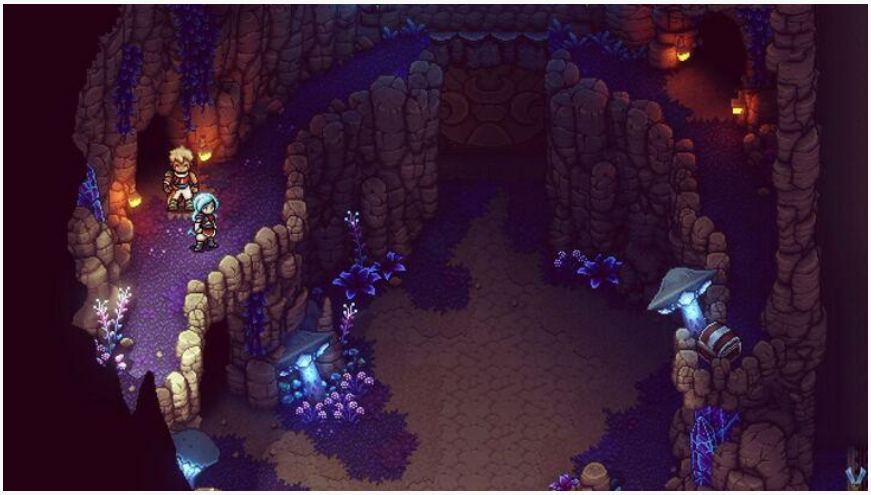
Enemy	Treasure List
Luslug	Adventurer's Vest
Bosslug (BOSS)	Forbidden Cavern Key
	Leeching Thorn
	60G
	Adventurer's Vest

Head on in and up to the first room. No monsters in here now, and the only way forward is the cave to the left. Head inside and jump the gaps to go fight the **"Luslug"** enemies here. They like to head-butt you and have a "Spike Shower" move with spikes raining down. Try to guard against those attacks.

Take them out and you'll see how far away our next level is! Ugh! Climb up the left-side now and drop down onto the platform below. You will see this is a switch that raises the wall to the right and the locks it in place.

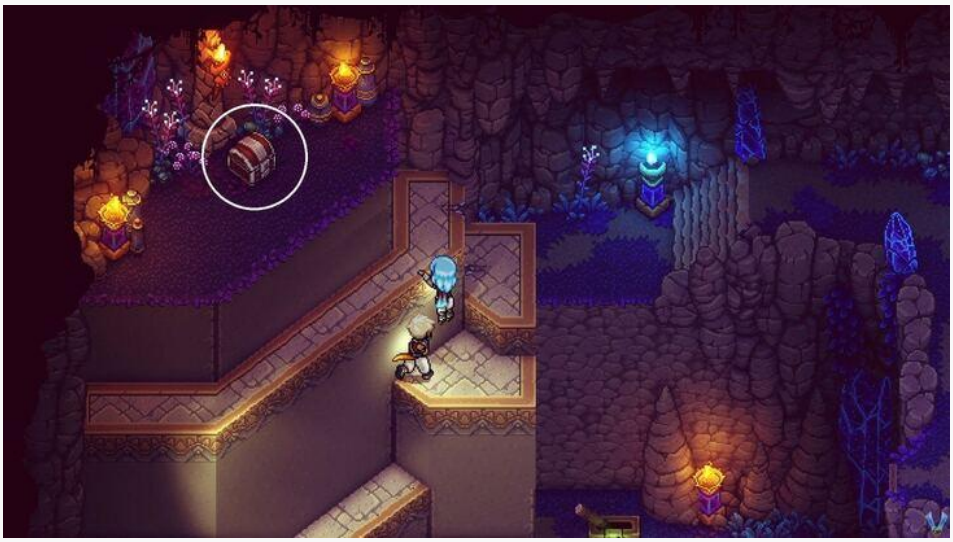
Well then! We'll see this trick later too! Go ahead and climb the new wall to get to the upper-right, and exit back to the first screen.

Here we can move to the right (shimmy over there) and go south to find a chest for an **Adventurer's Vest**. Be sure to equip it to someone right away! Valera has less DEF so we equipped it on her.



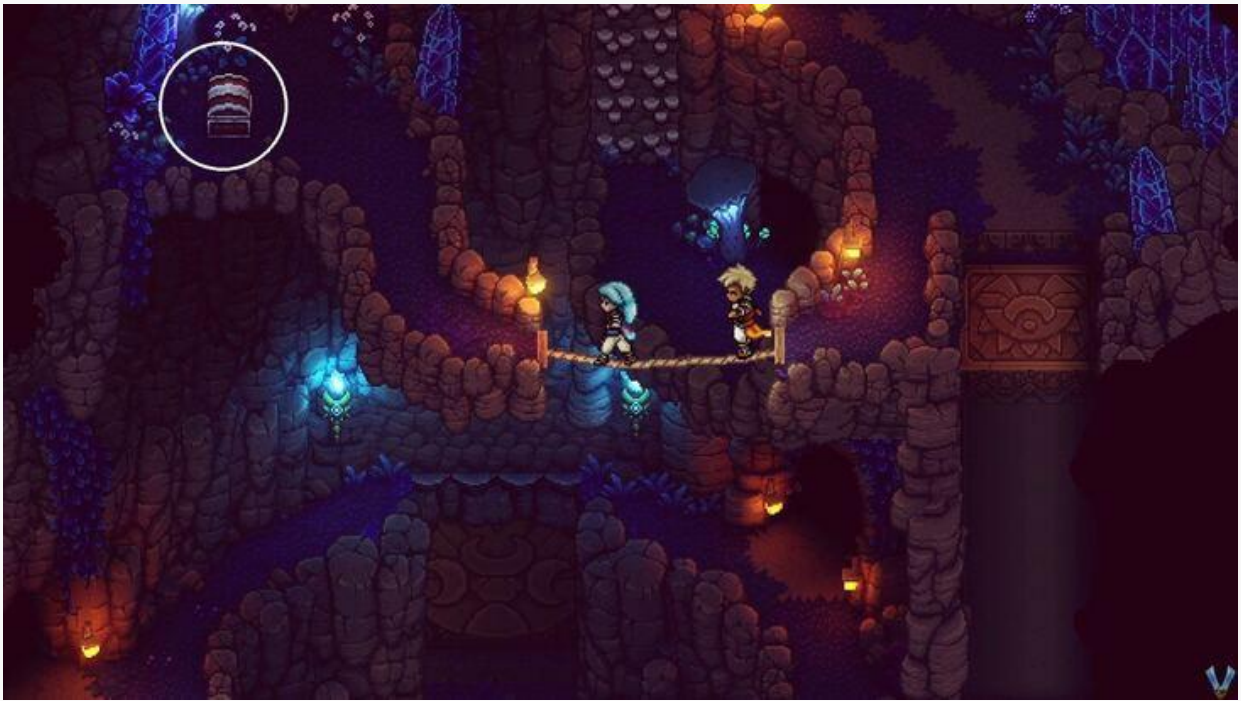
Head north into the cave and we'll see a large climbable wall to the left. There's a switch to the north here, but we don't need to use it yet. Instead, climb the wall and look at the keyhole here. Huh...

Well, for now, head to the northern section and go right, jumping down on the switch and raising the wall to the left. This is a big one (I told you we'd see this again). Now we can climb it to get to the chest up here for the **Forbidden Cavern Key**.



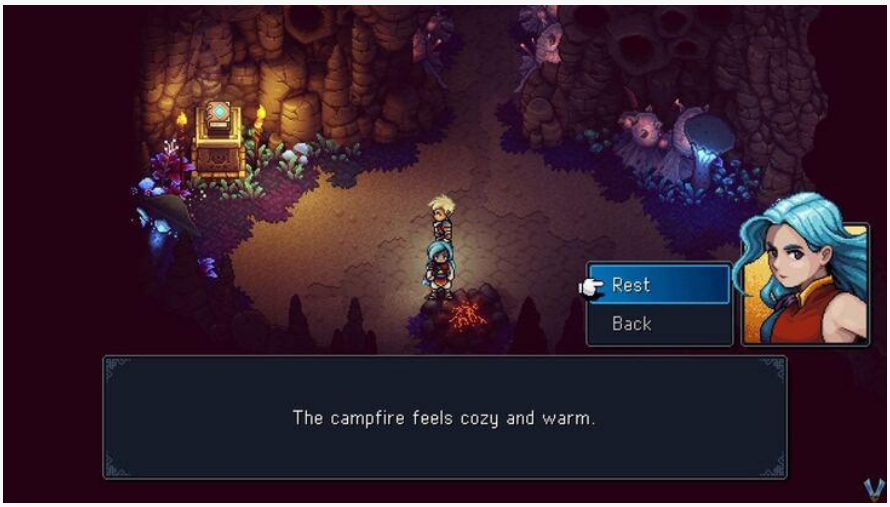
Of course, we covered up the key hole, but if you go down and hit the switch, you can go back up and unlock it! Nice! Head inwards to see a floating object. First though, pick up the item in the basket for some **Mushroom Soup**. Nice! Now claim the floating object for the **COMBO SKILL: Mending Light** and to the left of that a chest with a **Shiny Pearl**. A good haul! Mending Light is amazing as it heals over twice what Zale heals, and to the whole party. It does require 2 combo gauges but it's amazing if you're on the verge of wiping out.

Continue on and climb up the wall to the top area. Cross the rope here to get to a chest to the left for our first accessory: the **Leeching Thorn**. This item in particular is fantastic, as it makes normal attacks heal for 15% of damage done. Not bad! BK gave it to Zale.



Now, head back to the right and jump down onto the platform to the right. This lets loose some monsters down below, so go kill them (check your health first!) and then we can go north to a brand new screen!

Head north in here to start a little talk. It seems the device that activates the bridge is broken so we'll need to find a way around. I wonder where that is! From here jump across the western gap and head into the cave where you'll find a camp fire area and a save point.



Go ahead and heal up at the camp, prepare yourself, save your game and head north to trigger a scene and our first actual boss fight!

BOSS FIGHT: BOSSLUG

Well, time for a real boss huh!? If you're new to our guides, you'll see that we like to list boss moves down below and talk about a general strategy above that. This lets you know what to look out for when you fight.

Still, this boss isn't too hard although definitely be ready to heal when you can. There are a few attack moves here and some summoning, as you can see with the **"Acid Bug Bombs"** move. Try to take out the additional enemies when you can (as fast as you can).

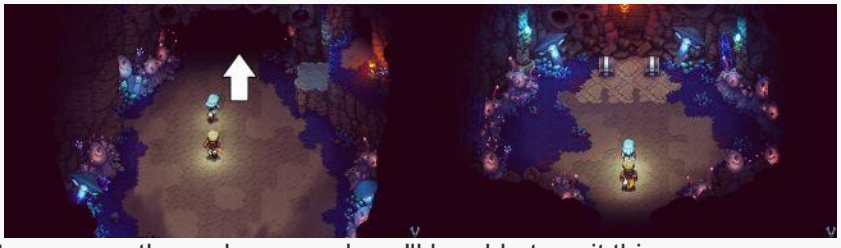
There's also some charges you can break here. Namely, you will want to use your **"Moonerang"** move and your **"Solstice Strike"** move. You should have more than enough healing items as well for when you need them.

Break any charges you see and block any attacks you can to take this giant slug out!

Bosslug's Moves:

- **Boulder Drop:** This move has the slug hitting the edges of the area and dropping boulders on you. This will deal around 10-15 damage or so, try to block when the rock lands.
- **Sludge Shot:** This move has the slug shooting sludge at you, dealing minor damage. Try to block it regardless when it hits.
- **Acid Bug Bombs:** Bah, it is a summoning attack. This move has **"Bossbug"** enemies summoned. Be sure to target them first preferably with attacks that can take them out and hit the boss as well. I try to wipe these guys out quickly.

Watch the little scene after the boss fight, and right afterwards, before heading east up the rock that just fell, go north into the little cave where the boss came out from to find **60 Gold** and an **Adventurer's Vest**.



And with that return, go up the rock now and you'll be able to exit this cave.

On the world map, enter the lake area on the left side of the screen.

Sunglow Lake

Well, this area is our first "Lake" and we can go fishing here, as well as talk to a merchant off to the left. He's definitely got some upgrades for us:

Item Name	Cost
Squire Sword	32G
Copper Staff	36G
Adventurer's Vest	24G
Tomato	2G
Lettuce	2G
Grains	4G
Potato	2G
Onion	4G

As for fishing, let's get into the fishing mini-game explanation here!

FISHING MINIGAME

Welcome to Sea of Stars Fishing! This is a proper RPG now!

Fishing in Sea of Stars is pretty basic. First, you want to interact with the dock to start. From here you are **Casting your line**. Press the action button (X, Spacbar, etc) to cast the line out. Note that you can move it left and right when you cast. You then want to press it **again** to make it go down into the water.

With these two presses, you can vary how far out you go, and if you're moving left or right. It also makes it feel a bit "loose", but as long as you get your lure close to a fish outline, you're going to get a bit.

Once you get a bite, you want to do two things. First, you want to use the left/right stick to keep the fish in the middle of the "stream" (the lighter blue area). Once the fish is in this area, you want to hold the action button (X, Spacebar, etc) to **reel him in**.

If you go outside the stream area, **stop reeling**. Reeling outside of the area is when you will see your line go redder and redder and it may snap. Not good! If you stay in the stream area, the line will never snap. Repeat until you get the fish down to the dock!

One last tip: if you see the fish jump, press the action button while the fish is in midair to stun it for a bit. Very helpful!

The two fish you can get here are the **Man o'War** (which is an easy catch) and the **Lunar Trout** (another easy catch). You can very much drain this lake dry if you want, which I would encourage so you can get cooking ingredients.

While you are here, jump in the water and swim to the very north. There is a Picnic Basket here with **Dairy x5**, which is a great ingredient, so be sure to grab it! Once you're ready, head back to the world map and continue on to the **"Mountain Trail"**. The **Solstice Shrine** to the right doesn't have anything for us right now so feel free to skip it.

NOTE: You can leave/reenter the lake to spawn more fish if you wish. Feel free to grind for ingredients as you wish.

NOTE: You can leave/reenter the Forbidden Cavern to grind enemies if you wish (although they are a bit hard to reach). Bk does this later actually. I'll tell you when.

Mountain Trail

Enemy	Treasure List
Luslug	Abacus
Rochevre	Basic Armor
Wanderer	Shiny Pearl x2
	RECIPE: Chaudree

Well, you already know how we started this area, huh!?

The game agrees, and so will start you up at the camp site. Enjoy the scenes here and we'll get what BK really wanted all along! These are very cool scenes, and in the end we will have another companion! Things are as they should be! **Garl the Warrior-Cook joins the party!** This made vinheim VERY happy!

Well, this is awesome. He'll start teaching us right away even. Go pick the bushes nearby for **Berries** and then go back to the camp fire and make **Berry Jam**. Very nice! We'll go to rest after that.

Once you wake up, go north into the cave here, fight the enemies (more Luslugs) and then climb the cliffs in the middle to get to the top. You'll find a chest up here with an **Abacus**, an item that displays "non-boss" enemies HP in combat. Useful!

Head back out and climb the wall here, then go right and kick the ladder down. Use it to get some **potatoes** and **grain** from the plants nearby, then kick the next ladder down. This connects you to a shortcut back to the entrance.

NOTE: we actually went and got to Level 3 by grinding the enemies in the Forbidden Cavern. Mainly for HP buffs and a defense buff for Garl. Good stuff!

Head back to the Mountain Trail now and get back to the area above the campfire. You'll end up climbing the trail of course, but we'll fight a tough fight against some Rochevre enemies. I had to go heal after that (and made some Herbed Filet in the campfire).

From where you fought the Rochevre go west through the trees to find a chest with **Basic Armor**. A sneaky one!

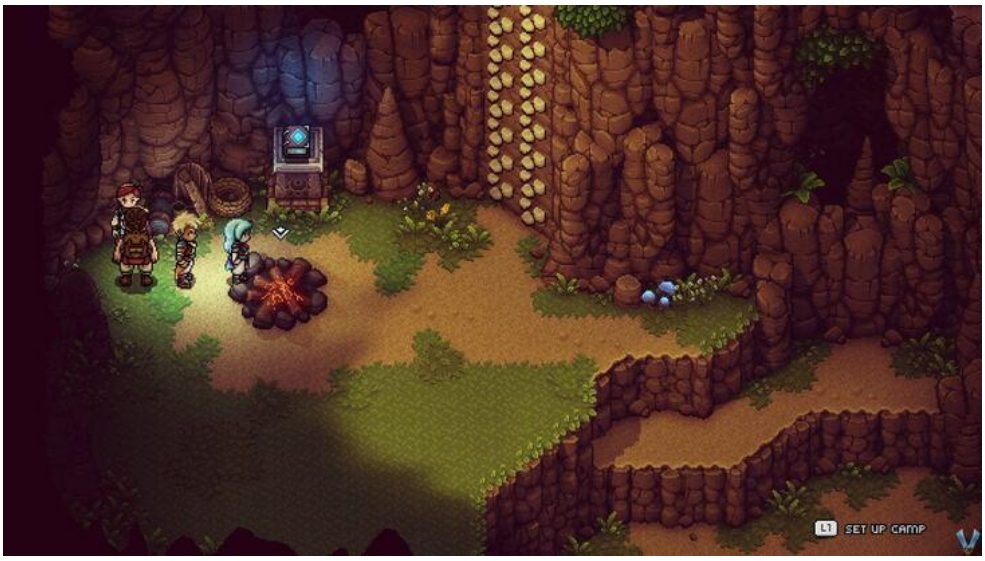
Return and keep going and as you start going down the stairs jump off the obvious ledge to get the **Bell Pepper** and **Tomato** crops. Jump down and continue going forward. Cross another couple bridges, grab **Lettuce** from the northern edge and continue.

As you go here you'll see that the floor will start falling apart. Don't worry, you cannot fall. You're given enough time to see it going down. Continue here, climb the wall when you reach it to eventually reach a fight with a new enemy, the **Wanderer**. These guys use Thunder to attack, as well as their little wands. The thunder attack is their charge attack and to block it you'll need to wait until the THIRD thunder to fall. This is the one to block.

After the fight jump left across the gap (the rope ladder drops automatically) and climb the wall. Continue here and before crossing the rope bridge jump down the eastern ledge for some **Bell Pepper**. Cross the rope bridge and into the cave now.

This is our safe spot with a campfire and a merchant. The merchant sells mostly what the merchant back at the lake did, but he also sells food in case you don't have enough ingredients to cook. Do note, however, that they're expensive and gold is tight right now. Also note that you can only carry 10 meals at the moment so you'll have to be careful and selective. Keeping some meals that restore MP can be a lifesaver, especially now that Garl is with us. His skill heals a ton of HP (over 40HP) but costs almost all of his MP so you'll have to use it only in emergencies.

Item Name	Cost
Squire Sword	32G
Copper Staff	36G
Adventurer's Vest	24G
Tomato	2G
Lettuce	2G
Grains	4G
Potato	2G
Onion	4G
Tomato Club	8G
Berry Jam	10G
Papillotte	14G



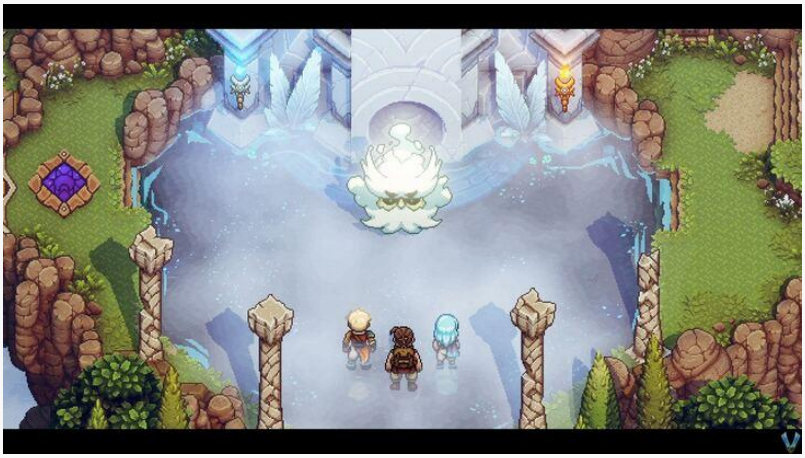
Go ahead and purchase anything you need, heal up at the campfire, save your game, then climb the wall and leave the cave.

Once back outside fight the nearby enemies and from here drop down the southern ledge and into the cave below. Inside you'll want to climb the wall and go around the room (fight the enemies as well) and open the chest on the other side for **Shiny Pearl x2**.

Return back outside, climb back up and continue left. As you go you'll see some pockets of fog. Drop down the northern side to find a chest with **RECIPE: Chaudree**.

Head back up, go left, fight the Rochevre and continue going up until you end up in another fight, this one against a pair of Wanderers and a Rochevre. Fantastic fight for XP. Afterwards, kick down the rope ladder in the bottom right corner to create a small shortcut, then continue left. Jump across the fog-filled area. You can go to the lower level but there's nothing there.

Once across go up the wall, grab the **lettuce** and continue climbing. Cross the rope when you reach it, kill the Rochevre and after the fight kick down the rope ladder. There's a cave to the left, but we can't do anything here. Instead, climb the wall to the north and follow this path until you meet the **Elder Mist**.



He'll tell us about some trials we have to face, and he'll even let Garl join us for them as he sees something promising within him. Nice! We'll be automatically transported to the next area so we'll see you there.

Elder Mist Trials

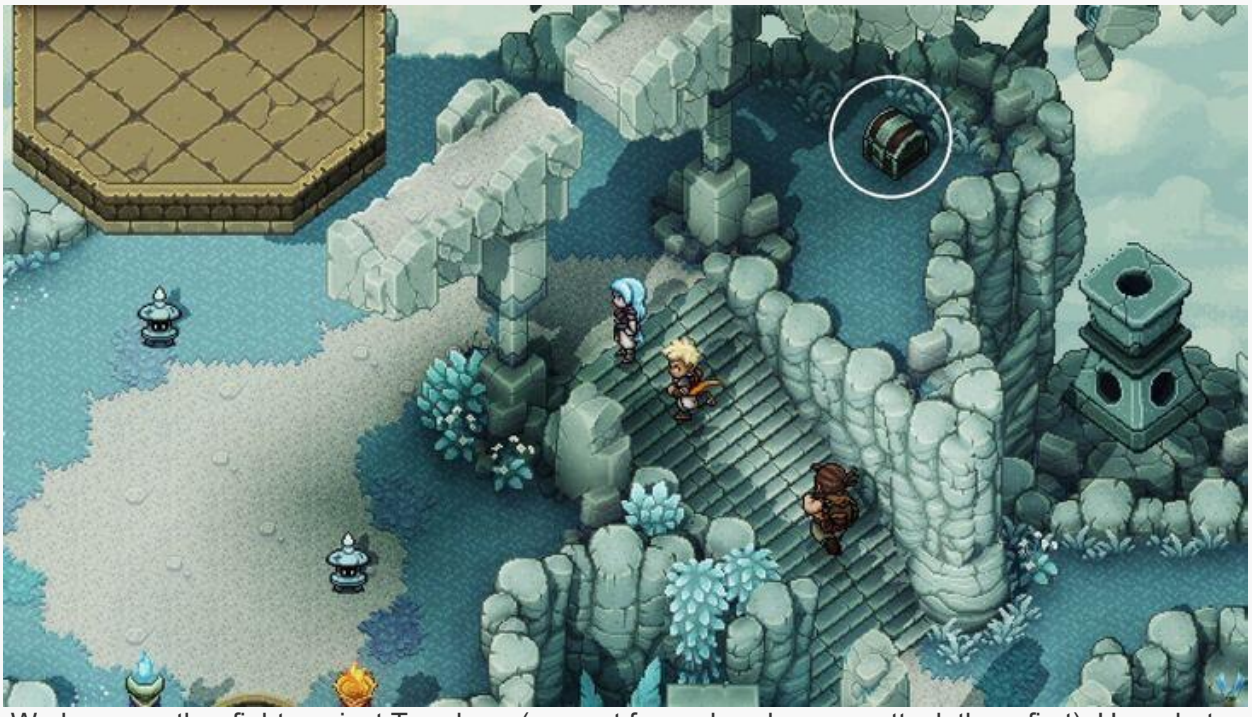
Enemy	Treasure List
Tern	Basic Armor
Elder Mist (BOSS)	RECIPE: Mushroom Scramble
	Shiny Pearl

Here, we'll get a tutorial battle against an enemy called a "Tern". These things **DO NOT** take damage from normal attacks. Instead, you will learn of BOOSTING ATTACKS here. Basically, when you attack enemies, orbs drop which you can then absorb which lets you imbue magic into your attacks. As you'll see, you can use this method of **"using magic without using magic"** to defeat these enemies.

OK, let's do some trials! There's a cooking pit here in case you need it! Use if if you wish and let's... enter the LEFT MOST portal to begin (why not!?).

Left Trial

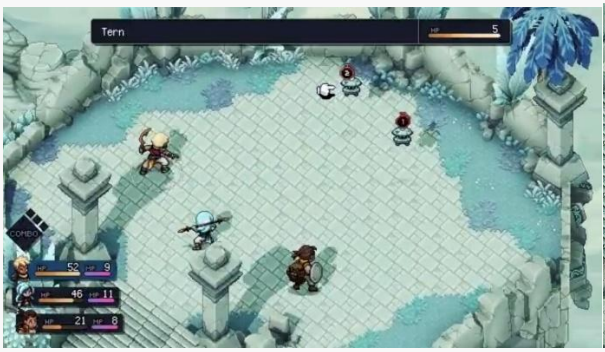
This warps us to the northwest. Head up the stairs for an obvious chest with some **Basic Armor** in it.



We have another fight against Tern here (you get free orbs when you attack them first). Use what you know now to defeat them; note that it should only take one boost per defeat (so don't boost too much).

Hit the switch to the south, then use the platform here to move on. You will fight another set of Tern, then you can go hit a ladder to the right after the battle. Follow the ladder down, hit the switch **again**, and then go up the ladder, using the platform to reach the area to the north.

Fight another group of Tern here and after you defeat them, you'll see a crystal switch appear. Interact with it to end this first trial.



Back at camp! Rest if you wish and let's take the middle portal now to continue!

Central Trial

This section is... all about questions. No combat here at all, and a pretty easy climb to the top. We just need to stop at any of the text slates we see and answer questions.

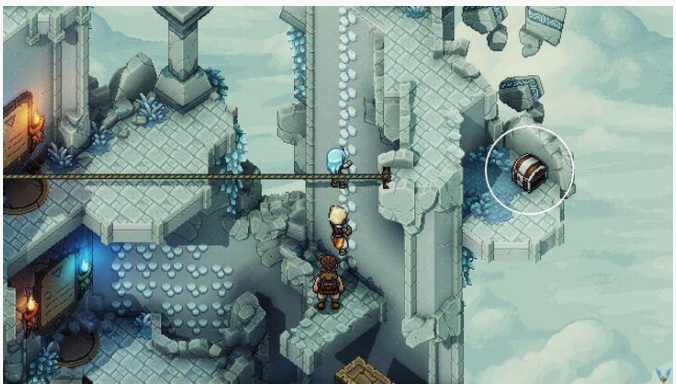
With that said, make your way to the first slate and answer the question here:

- **QUESTION**: Of these two actions, which one regenerates MP.
- **ANSWER**: Attacking

Yeah, that was easy. It releases a way for us to continue, so carry on and make your was around and over to the second slate for a second question:

- **QUESTION**: What is the name of the school you went to?
- **ANSWER**: Zenith Academy

Well, I suppose we were paying attention! When you climb up here though, be SURE to go right at the top to get a chest, as there's the **RECIPE: Mushroom Scramble** inside! A must grab item!



Continue on and we'll make our way over to a third slate after winding around again:

- **QUESTION**: One very important Solstice Warrior duty is to destroy Dwellers, who become vulnerable during which natural phenomenon?
- **ANSWER**: Eclipse

Yep, that's all the right answers. Interact with the crystal switch again and you'll see our party get teleported again.

It almost looks like we're helping build something? One more trial to go!

Right Trial

This third trial is pretty much just exploring. Start out by heading the only way you can, to the right, but when you can go north to find a treasure chest with a **Shiny Pearl**. Nice!

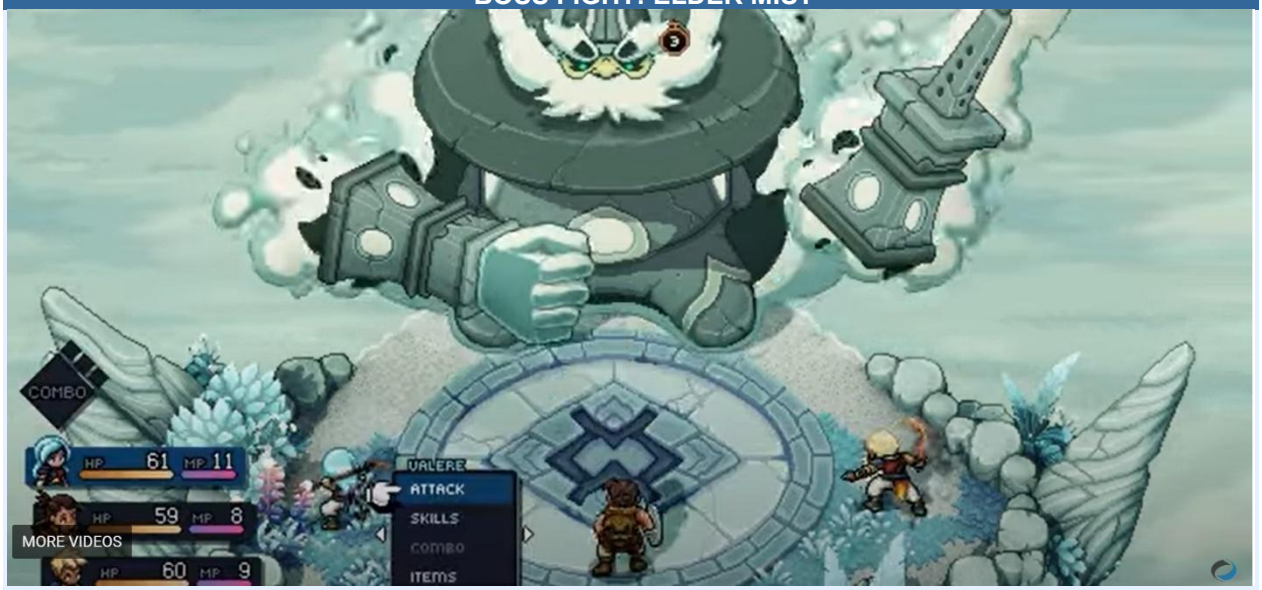
Continue down and right to climb up here (don't go left: that drop just puts you back at the chest) and continue north. Follow the path here and soon we'll fight three Tern enemies. A bit harder, but nothing you can't take!

Head onwards (down) and hit the switch you find. This opens up the area with the Terns, so you can head right, up, and then use the bridges that showed up to head southwest. This leads to the crystal switch, so hit it and we'll be back at camp. That was a short one!

We'll be back at the camp now. **Be sure to heal and rest** here. Oh, and **SAVE!**. We're about to fight a boss.

When you're ready, go interact with the orb and we'll have ourselves a fight!

BOSS FIGHT: ELDER MIST



Well, this is definitely a boss fight, but it isn't too bad. We don't have to wait for boosting or anything like that as our spells have been returned to us.

That said, there is a gimmick here: the **"Elder Mist Sword"**. This thing has 90 HP, and is your primary target. The reason for that is that when you attack the Elder Mist when the sword is active, you will get the **"Counter Slash"** move. This does around 20 HP of damage to **everyone** so you should always attack the sword first!

Other than that though... just attack as much as possible. Save Valere's MP during this fight, but have Zale and Garl attack nonstop (sword, then boss), using their skills to heal when needed and use the boosts when you can.

The reason you save Valere's MP is to take away his charge move, but we'll go over all of his moves below (be sure to look them over!). In general though, this isn't a very hard fight and you can get through it with minimal healing as long as you know the gimmick and can block well.

Elder Mist's Moves:

- **Fist Smash:** This is the Elder Mist's primary attack. A giant fist smashing down on you. This does around 20 HP of damage to one party member. 11-13 if you can block well. It goes straight down, so time the hit to avoid damage.
- **Counter Slash:** We warned you about this move up above. Basically, don't attack the Elder Mist while the sword is still alive. Be sure to **always'** kill the sword first!
- **Healing Mist:** This is the Elder's "Charge Move". You want to use Valere and her Moonshot attack when he uses it. If you can bounce the moon magic three times, you can cancel this attack. Otherwise, the healing magic will heal the Elder for around 45 HP or so.

And that is the fight. Afterwards, the Elder Mist will proclaim us true Solstice Warriors and will show us how to use our magic. When you regain control head all the way back and he'll show us now to

use our magic on the rune stone up ahead. Note that you can head to the right first for some **Grain** and **Potatoes**.

We, um... we can control time itself. This is a power I wasn't exactly expecting...

We have to use this power now to proceed to the west, across the chasm. Go ahead and play around with it. You want to move the light reflection to the large icons on the ground to make bridges appear. Not hard...

Play around with it and head to the west, to exit the map back to the world map...

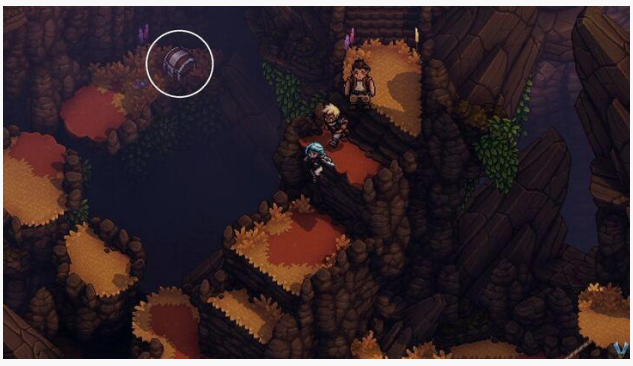
Out here, head west to the **"Evermist Island's Landing"** and simply watch the scenes. We'll end up with the achievement below, some prophecies, and an entirely new area to explore! We'll see you there friends!

X'Tol's Landing (Sleeper Island)

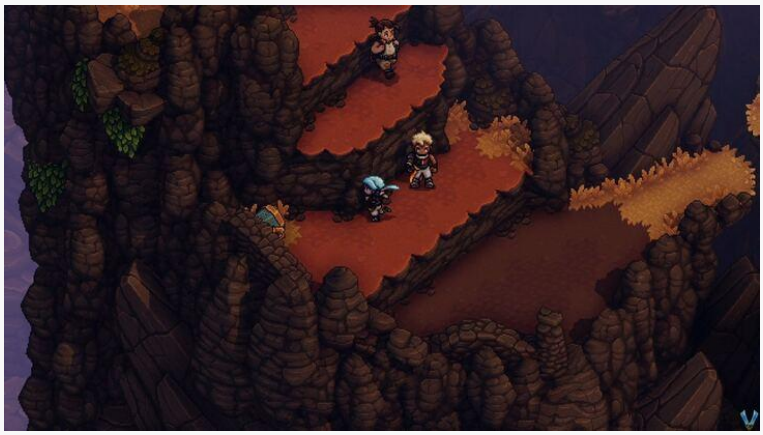
Enemy	Treasure List
Wanderer	Solstice Mage Ring
	90 Gold
	Rainbow Conch

Well, here is to new adventure! After the dialog, head to the southwest and follow this path downwards to wrap around to a cave. In here, you can find the **Solstice Mage Ring**. This is only for the solstice warriors, and gives you 1 MP when you time a block. Not bad. I gave it to Zale.

Head back and then to the right (at the top) for some **Grain**, then follow the path down the steps and cliffs. Go northwest to find **90 Gold** after a short trip, then go back and right on the lower ground for some more **Grain**.



From here, you can either take the ladder to the southeast or jump off the cliff to fight two Wanderer enemies, then grab the **lettuce** to their north. Climb the cliff here and go across the ropes you find to the other side. Go down the ledges here, grab the **tomatoes**, and then look out for a sneaky chest as you continue to go down for a **Rainbow Conch**. It "might interest a collector". Huh...



Moorlands

Enemy	Treasure list
Ant Bruiser	Power Belt
Srower	Teal Amber Ore x4
Rochevre	Silver Sword
	Rock Lid
	RECIPE: Mushroom Soup

This is the only place we can go after the landing, so let's continue!

Save if you wish, then look to the south. See the earth moving? That is an **Ant Bruiser**. Try to attack from behind. These enemies are definitely focusing on defense, so boost when you can (Zale is good here). You can break them with well-timed attacks every time, so that's nice at least.

To the left is some **grain**, but go right and you'll see the ground is thin. We can break that soon. For now, go north and clockwise to get to the southeast so we can climb upwards. You can go north from here and to the northwest to find some **tomatoes** (two plants), but then return and jump to the thin earth to break through...

We'll land in a cave with a **TON** of **mushroom** items. Four of them! Gather them all up and head back out.

Make your way back up and to the northeast to continue. We will head down to find another new enemy: the **Srower**. These guys like to throw their weapons and if you let them they will do a bomb attack to hit everyone. They often charge with magic, either moon/sun (do a combo if you can) or sun/sword (use boost with Zale). You'll see they have some good experience as well.

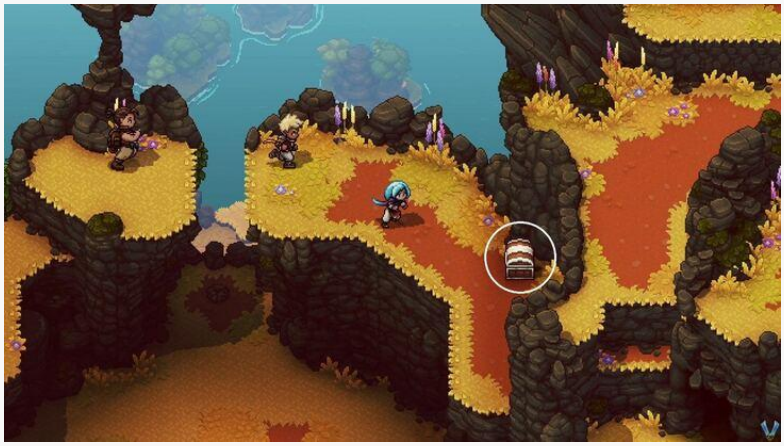
NOTE: These enemies are definitely a step up in EXP! You can exit and re-enter to fight these first two battles to easily get to **Level 4**, which is what BK did at this time.

Either way, **make sure you heal** after this fight (even if you level up - level ups don't restore your HP. We will continue onwards and get some more **grain** along the way. Also note the runes that we can't read as they are too old? Something to do with our time powers, perhaps!?

As you continue on though, we will get into a mixed fight with the previous enemies. A bit harder, perhaps, which is why we warned you to heal. Take them out and note the **crystal wall** to the right. We can use an item on it, but we have nothing to use right now... Be sure to search south of this wall for two **yellow pepper** plants!

Keep going to the right on the lower level and we'll get into another fight, with our old pal the Rochevre! Huh... kill them all of course.

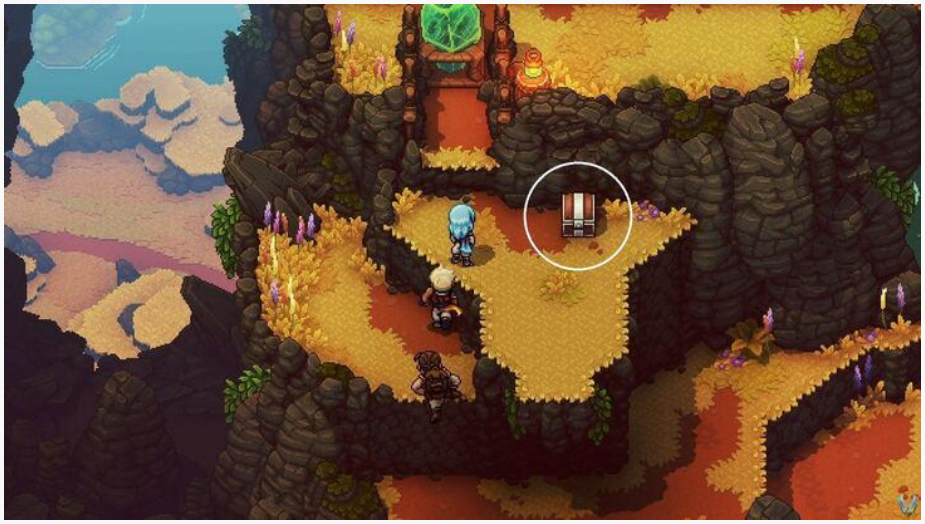
Grab the **grain** on the lower level, then go back west (left) to the crystal wall. Climb this cliff to the left, jump the gaps, and open the chest up here for the **Power Belt**. This item will give you +4 ATK, which is nice for sure!



Drop down and continue to the southeast now. You'll end up finding another patch of thin earth here, and a ledge above. Go figure! Make sure you're healthy, then head into the cave to get into a fight! We'll fight an ant and two Strower enemies.

Take them out and climb up nearby to get some **lettuce** and **tomatoes**, then exit the cave. Make your way up again and get the **potato** plant nearby, then head to the south to jump and break into the earth below! Hurrah!

There's not much in this cave, so head to the right and exit. You'll find yourself in the eastern part of this area now, with some enemies in-fighting! Heh... go ahead and kill them off, and note the chest to the south. Jump into the water now, swim to the south, and pull yourself out. You can go left and get that chest we saw earlier to find some **Teal Amber Ore x4**. Not bad!



Head back to the lake and follow it's coast, around to the north. There is a **CAMP** here and a **Save Point** (and some **potatoes** nearby). Heal up, save, and cook. Of note, you should be able to make Roast Beef Sandwiches now with the drops we've been getting, which are good items to eat at this point in the game.

From here, continue to the east. We'll follow the water until it ends, then go right to fight another battle. Note the hole in the ground here. We should get in it right away. To do so, go under it, climb up, and jump in.

This cave has **mushrooms** in it (two patches), but also has **ANOTHER THIN PIECE OF GROUND**. Climb up and be sure to fall through that as well. We'll end up deeper in the cave (with three **mushroom** patches) but as you get out there is a chest here as well with the **Silver Sword**! A good upgrade for Zale!

Climb out of the cave, head north, and we'll get into a fight. Note the runes to the west, then head northeast for two **lettuce** plants. Continue to the east now and we'll see some more water. Get in the water when you can, and head south along the edge to find another chest, this time with a weapon upgrade for Garl: the **Rock Lid**.

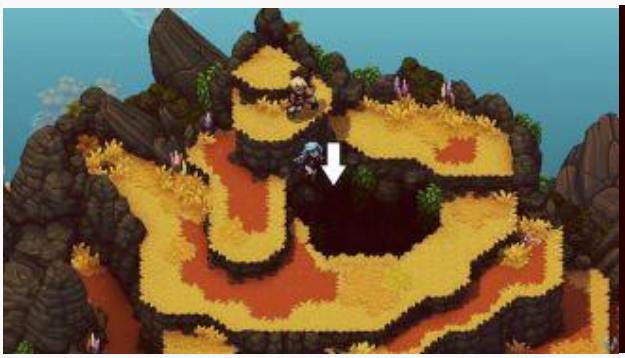
If we continue to the east, you will see a cave in the water. Head in and defeat the enemies there, then exit out, noting there is a **CHEST** here.

Once you're out, we have a path split. We probably want to go **southwest** first. This leads to a fight, but also leads to one of the exits of this area. This actually puts you out on the map, where you can get to the **"Windy Loch"** location. This is a fishing spot, and we'll cover it in it's own section. I'd still recommend you visit it now though. It's very small and once you grab the few items and fish up the new fish, you should come back here.

- Windy Loch (pg.45)

OK, done?! It's amazing how time skips like that! You should be outside the water cave from the Moorlands!

OK, if you go to the northeast, you can see more water, but you want to go north to the grounds above where the cave was. There's some **grain** and **potatoes** up here if you explore, but you should note the **hole** here. You can jump into it to get to the chest from the cave from earlier, finding the **RECIPE: Mushroom Soup**.



Exit again and continue east. We'll get a scene here, with another cool cut-scene!

This is **Teaks** and she is a **"Traveling Historian"**. She's very friendly too it seems. Enjoy the dialog here until you are at camp and gain your freedom.

At this point, you will learn that she wants artifacts to fill her grimoire. Sounds reasonable. You should also ask her to tell you a story. This is the **STORY: THE VESPERTINE**, which is the only story she has right now. Still, note the time of day people see the ship: Dusk. Plus, it's a pretty good story!

Once you're done with camping and healed up (note that Teaks becomes "Cargo", hehe...), we should continue east.

As you continue, you'll reach another glyph/time puzzle. Simply move the beam onto all three ground icons (you need to be quick here). Simply fill in the 2 longer ones, then focus on the smaller one. We'll earn the **COMBO SKILL: Solar Rain** ability here!

Continue east and go upwards when you can for two **berry** bushes and a Wanderer who just talks to us (a nice change of pace). Talk to him several times to upset him and he'll give you a **Mushroom Soup** so you can shut up haha. Then continue on and we'll be back on the world map.

On this side of the Moors, we can reach the **"Stonemason's Outpost"**. We'll see you in that section to continue the game!

Windy Loch

OK, we're at our second fishing hole: the **"Windy Loch"**.

There's no merchant here (BK was kind-of thinking we'd see one), but if you want you can swim north to find some **Grain** and **Potatoes** at the very north past the lake. Probably worth grabbing.

Also, we have two new fish here! The **"Hardshell"** and the **"Grass Haddock"**. Both are fairly easy to catch using basic fishing skills. You can find the "Lunar Trout" here as well.

And... that's it. A very small loch, but it does have two new fish! Make sure you catch them, and then you're probably heading back to the Moors to finish that area (we are). We'll see you there!

Stonemasons Outpost

Ah, civilization! Of sorts... the people here are all Mole People, as you can see. And we have caught them at a horrible time apparently!

Watch the scenes here and you'll learn of **"Malkomud"**, a wizard who is trying to wake the "Sleeper". We can probably safely assume the Sleeper is that giant dragon on the world map, huh?

Well, after we're volunteered to help, we can explore.

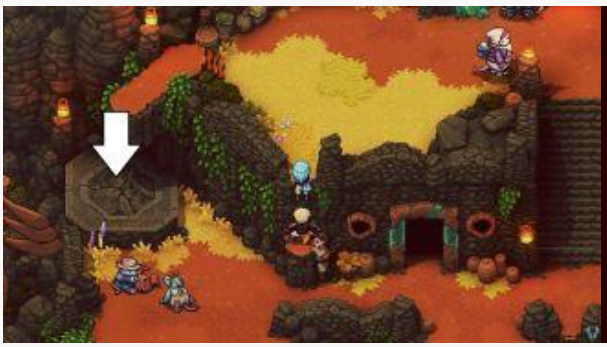
To the south is a lift we can't use. You can find the **INN** just north of the lift. It's free so be sure to use it.

I like exploring and talking to everyone I can, but we're going to guide you to the points of interest. First, there is a merchant in town, north (slightly northeast) of the Inn. Be sure to pay him a visit. In particular, note the **weapon upgrade** here and the **RELICS**. These are pretty cheap and can even further customize how you play the game. In general they make everything easier. Double hits guaranteed (for less damage), less damage in general with chances of auto-blocking, better magic attacks... there's a lot to choose from here. It's up to you of course.

Item Name	Cost
Teal Amber Staff	48G
Silver Sword	52G
Basic Armor	28G
Miner's Smok	32G
Abacus	36G
Papillotte	14G
Potato	2G
Egg	6G
Dairy	4G
Meat	4G
Adamant Shard	15G
Sixth Sense	15G
Truestrike Pendant	45G
Guardian Aura	15G

You can also find an **Ancient Molekin Cloak** in one of the houses here, from a chest. The house is the one behind the inn. Go up the ladder and enter the house on the left to find it.

Probably the most hidden thing is a house on the west of town where a moleman's door is stuck and he asks for help fixing it. Once you find that house, go north of it to find a well with a breakable floor you can jump into. Do so (it took BK a few times) and you'll find four patches of **mushrooms**. More importantly, there is a place you can shimmy to the back room. Do so and get the **Teal Amber Ore** and **Shiny Pearl**.



Use the lever here and report in... I suppose we should have asked about those chests... It's also interesting to see the moleman painter on the east section of town. Very cool!

Once you're ready, head to the north part of town and jump into the hole you find. We'll soon be in the **"Wind Mine Tunnels"**.

Wind Tunnel Mines

Enemy	Treasure List
Antbruiser	Green Leaf
Drillbat	Teal Amber Ore
Bushtroo	Rainbow Conch
	Mistral Bracelet (KI)
	Mines Key (KI)
	Teal Amber Ore
	Trader's Signet (KI)

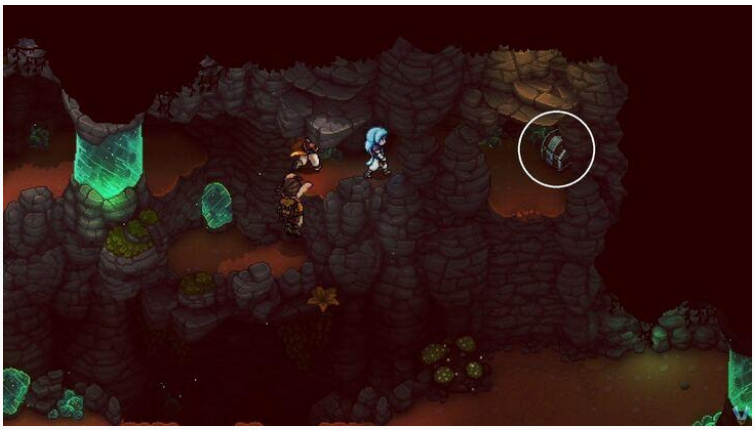
As you jump down here, we'll find the Elder! It seems there was some miscommunication here, huh? Well, listen to the dialog and soon we'll have control.

Head to the right to see a Save Point and if you jump to the door here, you will find a breakroom. You can rest here and buy stuff from the convenient merchant!

Item Name	Cost
Teal Amber Staff	48G
Silver Sword	52G
Basic Armor	28G
Miner's Smok	32G
Abacus	36G
Papillotte	14G
Adamant Shard	15G
Roast Sandwich	16G
Mushroom Soup	26G
Guardian Aura	15G

Go ahead and exit now, then take the nearby ladder upwards. There's some enemies up here to fight: our familiar friend the Antbruiser and some Drillbats. These guys have a drill on their bottom and try to drill down into you. Multiple times in a row! If they can charge up, they drill into the earth and a few seconds later hit everyone with a drill out of the ground!

Take them out and climb the northwest area here for a picnic basket with some **Egg x3**, then head back down and to continue. Hit the switch here and follow the path you open. We'll climb up and go left, so we can jump on the platform and move a portion of the wall out of the way. Jump back down and hit the switch again, then you can shimmy onwards to the right. Once you do,
head **upwards** (there's some **mushrooms** on the way) when you can and follow the path for a chest with a **Green Leaf** accessory. This adds a whopping 15 HP to your total if you equip it. So nice!



Jump down and get the **mushrooms** here, then continue to the right. We'll move on to another fight in a big open area. Not hard. Watch your health. After the fight, head to the northeast to see another picnic basket for some **Dairy x3**, then go up the ladder and go south, along the thin ledges. There's a chest here with some **Teal Amber Ore**.

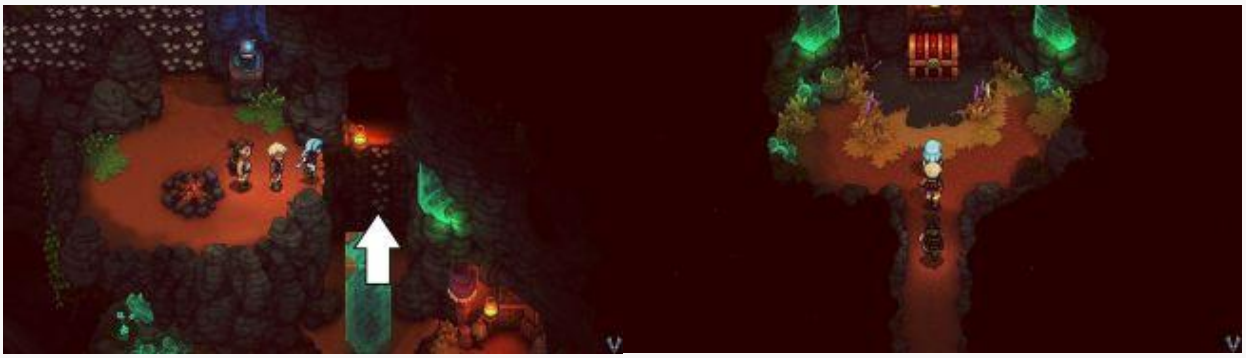
Head back and take the upper doorway here (the lower one has nothing for us) and follow the path to a big ledge. Heal up, and jump down there. We have a new enemy here called a **"Bushtroo"** which is weird. He charges a lot and has large charges, so you will likely see his hit-all attack (ore dropping down on you). Focus on killing the bats first would be the better choice. You'll likely be able to do a mass heal in this fight regardless.

Once the enemies are dead, jump up where the enemy was and we'll be blown out. The elder will be free now, and he'll head back up. We need to **jump down** into the hole after he goes up to continue.

Do so and fight the enemies to the left you find down here (BK gained Level 5 here and gave basically everyone +1 MP), then look for the semi-hidden chest here for another **Rainbow Conch**.

Head up the ladder here and take the rope onwards. Follow the path here (we'll be outside) and head right and upwards to another cave. There's some **potatoes** off to the left in here, but you want to head up and keep following the path. We're doing a lot of climbing to the right, but I bet you're getting tired of not moving those platforms by now, right?

You'll soon find a **campfire** where you can rest at and then save. Definitely do so! After that, we'll be able to jump down, climb to the north, and see a **gigantic chest**. Open it up to find the **Mistral Bracelet**. This thing let's you blow gusts of winds out and actually move all of those platforms! Hurrah!

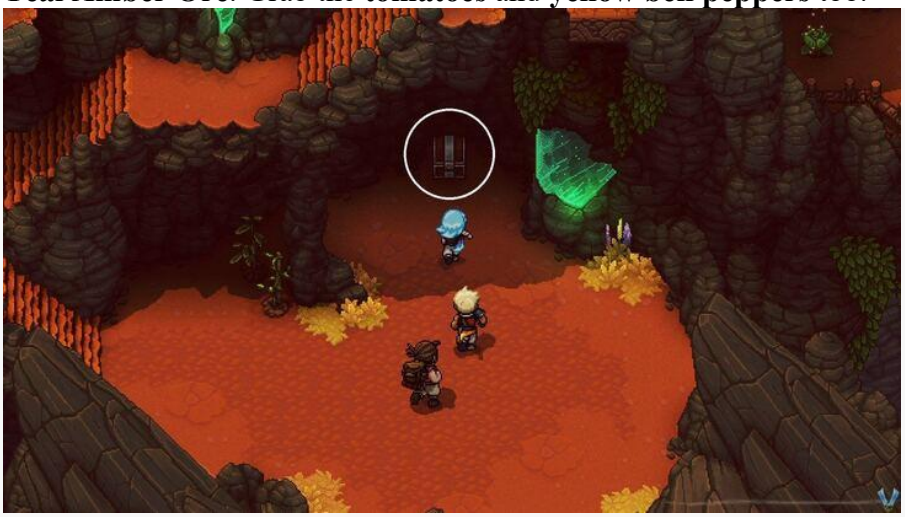


Exit and try it out here, moving the platform to the left. Soon we'll unleash something...

This isn't quite a boss, so we won't elaborate here. This enemy is called a **"Salamander"**, and he's not too bad. His regular attack will do around 19-20 damage to you. If he does get a charged attack off, he'll **swallow** someone and spit them out to deal around 22-ish damage to two party members. Not bad overall. Use the boosts to try and stop him from using his charge attacks.

Head to the west now to continue. We'll have to do another short gem puzzle here (blow it UP and RIGHT first to make this easy) and we'll be able to get back to the exit. We can blow a column here of course to get to that chest nearby, for the **Mines Key**. Why were they keeping it here!?

Head outside and push the column to the right so we can continue. On the way, climb up the ladder for the **berry** bush here, then jump down. Go down the lower path here first. There's some enemies to kill here, as well as a chest and some plants. Take the enemies out and then open the chest for some **Teal Amber Ore**. Grab the **tomatoes** and **yellow bell peppers** too.



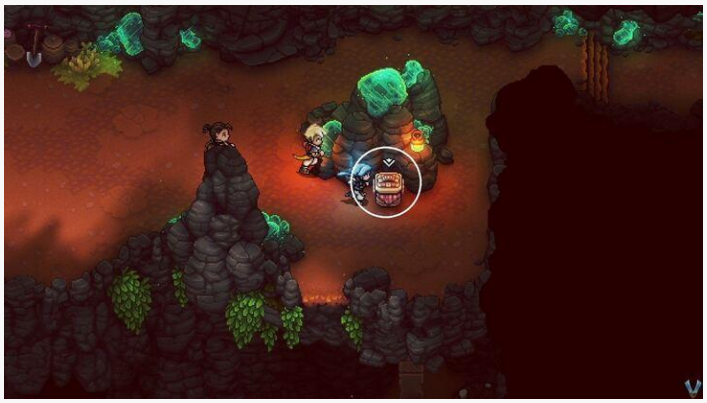
Head back up and take the upper path. We'll jump over to an area you can jump down to. Make sure you are **healed** here, grab the two **lettuce** plants, and enter the large cave to continue.

We get another big fight with a Bushtroo. This one has more help though, so be sure to kill enemies off as fast as you can and break whatever charges you can. BK actually had someone die here (I forgot to heal), but still won.

With the enemies dead, once again jump up to where the Bushtroo was and we'll be blown out once again, restoring power.

Well... power to one part of the room. You'll see a turbine freed... go ahead and head up there, give it some wind, and the crystal on the raised ground will lower. Drop down, push the crystal into the slot to the left, and it will be transported to the left side of the room. Hurrah!?

Go shoot it over to the next slot to be able to reach the doorway above us. Let's head in there and continue. Continue on to the left (past the emerald wall) and we'll be able to climb up to some **mushrooms** soon. Drop down and continue to the left. We'll head up again, get some more **mushrooms** and fight a battle over here. Not hard. Plus, when you win, you can get the picnic basket nearby for some **Mushroom Soup**.



Continue to the right now and we'll end up coming to another big cave room. That means another "Bushtroo", so be ready for a bigger fight. There's three minions again, so once again focus on thinning the numbers and save that combo for healing. That should be your ticket to easily taking down this group of enemies. Jump in the wind tunnel when you are done.

We'll open up another turbine above us after this. Go blast it with some air like last time and we'll reveal a ladder. Take it back up to get back to the mines entrance! Or where we started from at least!

Now, since we have that "Mines Key", head back up the ladder to the northeast and make your way all the way back to the wide-open area with the ledges above us (where we had a battle before). You can now go north, and open the locked door here with the Mines Key.

Enter here to see a puzzle up on the upper level. This is a bit trickier than the other ones! Push the left block down once, then go to the right block and push it right, up, left, down, and right. This will hit the button for us. Now you can push the lower block up, right and down to drop it like we want to. Follow it down, then push it again on the path you have here to be able to climb up and get the chest in this room for the **Trader's Signet**. As the item says, we'll use this item later...

Head back to the mine entrance now and push the column to the south. This lets us access the left side of the mines. We have another block puzzle here. Start by blowing the upper crystal right, down, right and up... then blow the other crystal right and up, then right onto the button to open the path forwards.

Leave the crystal we used for the button and blow the left one to the left. Blow this up now, then right, down and left. Then blow it down, left, up and right to move it so you can blow it up into the button. This will let you climb up the solid crystal that appears and blow the turbine. **Be sure to heal** here as we have a boss fight coming up in the next room!

Enter and watch the scenes here, and then we'll be in a boss fight!

BOSS FIGHT: MALKOMUD & SALAMANDER

Well, you've already fought half of this duo before. There's two of them now. The Salamander is roughly the same as before, for now. For his part, Malkomud is actually a magician. He has some earth and wind magics it seems, and will throw sharpened chunks of ore at you. He also uses that shovel like a sword. He's pretty unique actually!

Still, this is a fairly easy fight. It helps to know that the **Salamander is weak to the Moon** and that **Malkomud is weak to the Sun**. That should get you some good "Vulnerable" hits. You will want to keep some boosted energy around for help on charge breaks (at least one set of orbs) and work on filling your combo meter to save it for when you need group healing. Use skills or items to heal for individual wounds, which could rack up, as his moves can hurt quite a bit.

After you've done enough damage, the two will COMBINE as Malkomud rides Salamander. This form can be dangerous as their charge attack, **"Geobress"** can hit for 60-ish damage. That's potentially lethal. Still, you can break them more often than not and do combo healing, especially as in this form, they like to damage the entire party. Combo healing is especially good here as you can take a few of these "hit all" attacks and then just heal with one person's turn back to full.

This means a lot of turns that you get to just wail on the boss, and after awhile that will take him down!

Malkomud & Salamander's Moves:

- **Normal Attacks:** I'm combining both of them here for this move. The Salamander as you know does a headbutt while Malkomud will throw a chunk of ore at you. His is easier to time for a block if you ask me.
- **Shovel Might:** This is a charge attack for Malkomud where he will hit someone with his shovel, like a sword. It does around 30 damage to a single party member.
- **Geobress:** This is the charge attack of the "combined form". This attack is brutal and will hit one person for around 60 damage. Enough to kill you, that is for sure.
- **Shovel Charge:** This is the combined form's normal attack. Malkomud charges forwards on his steed and hits everyone in the party for 15-20 damage or so. Not too bad, you should be able to tank this a couple times without healing.

After the fight, we'll have a talk with Malkomud who... seems to be a kid. Yeah, the village has shunned this kid and **this** is what has happened.

This is rather unbelievable...

Still, we'll talk some sense into the lad and he'll promise not to clog the tunnels with monsters anymore.

Stonemasons Outpost Revisited

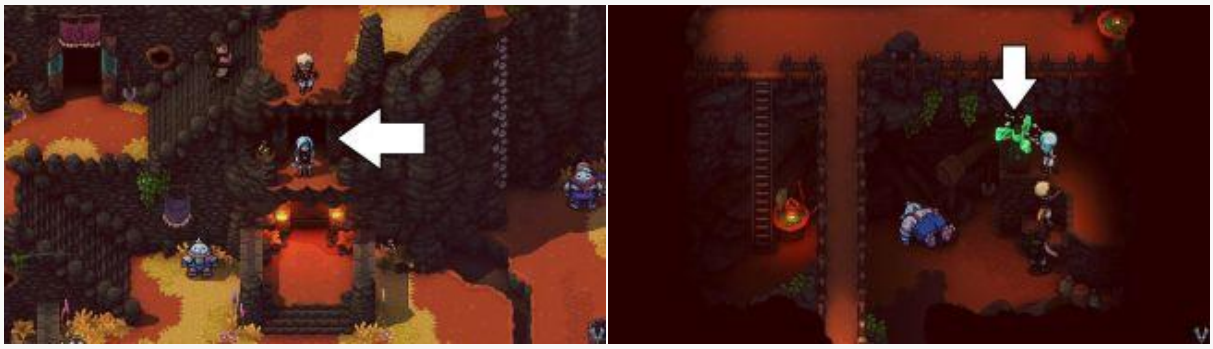
Enjoy the dialog as we head back to the village and learn about the **"Port Town of Brisk"**. That has to be our next goal, for sure.

Once you regain control, we have a few things we want to do in the village before we leave!

First, head to the Painter's Room. You can blow a crystal out of the way here for a **Rainbow Conch** in a chest. Nice!

Next, in the southeast portion of the village is that mole person who wanted to take a bath. To help her, we need to get to the doorway to the northwest. The one you have to drop down to. Do so, enter the door, and go down to the bottom and blow wind on the turbine.

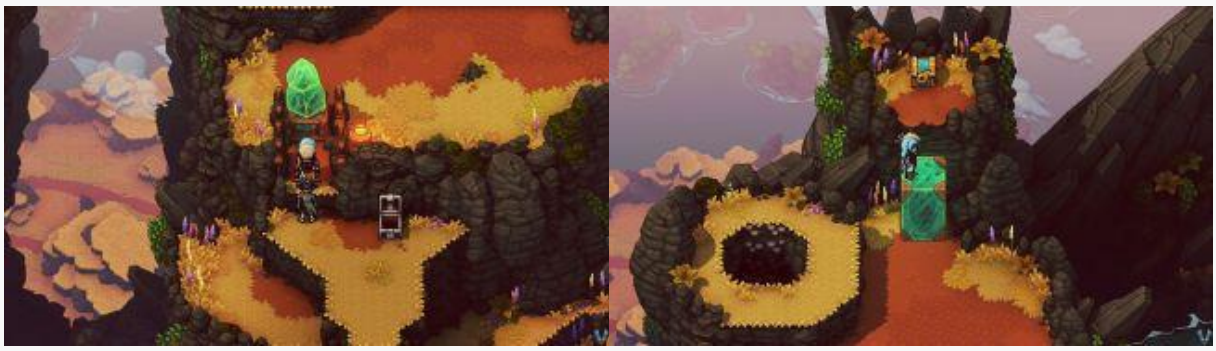
This opens the nearby door and fills the well. Water has returned! Be sure to talk to her afterwards for another **Rainbow Conch**!



After that, be sure to talk to the Mole Man near the village entrance. He'll take the time to remove the rocks to the Fishing Lake (and Moors) outside of town. It's a sight to see and bound to be helpful later.

In fact, with our new wind ring, we can get another chest in the Moorlands! To get to it easily, head to the southwest entrance (the one near the lake) and head north. Go into the water-cave and exit to

the left, then go left past the lake, to climb up and reach a green crystal. Blow this up, right and up to make a platform out of it to reach a chest with another **Rainbow Conch**.



Now we can go ahead and leave the village using the giant lift to the south. We'll get some dialog here and soon we'll be off of the lift.

Our next destination is the **"Coral Cascades"**. We'll see you there! Feels good to help a village on an adventure right?! Right!

NOTE: You can make camp at any time and listen to a new story if you wish. The story in question here is the **STORY: The Great Summoning**, and has to do with our sleeping friend.

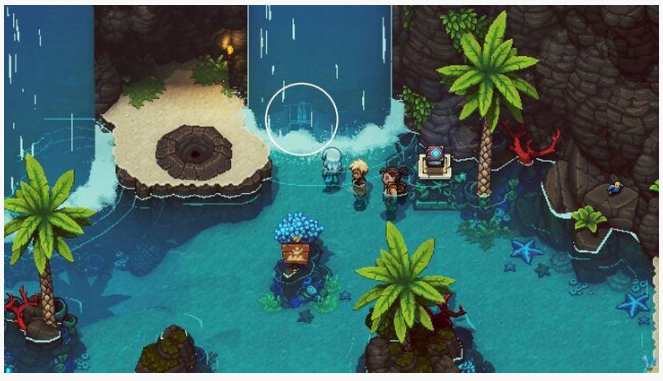
Coral Cascades

Enemy	Treasure list
Croube	Pirate Garb
Mangler Fish	Rainbow Conch
	50 Gold
	Obsidian Ore x2
	Rainbow Conch

Well, this area is really cool! Very colorful. I will say that this area is all about going downwards and exploring. That's out goal here.

Try going down the waterfall here to see what we mean. There's also **water spouts** that take you back upwards, so this area is fully explorable.

Explore this upper area to find a chest with some **Pirate Garb**, an upgrade to anything we currently have for sure. You can also find two **Grain** plants.

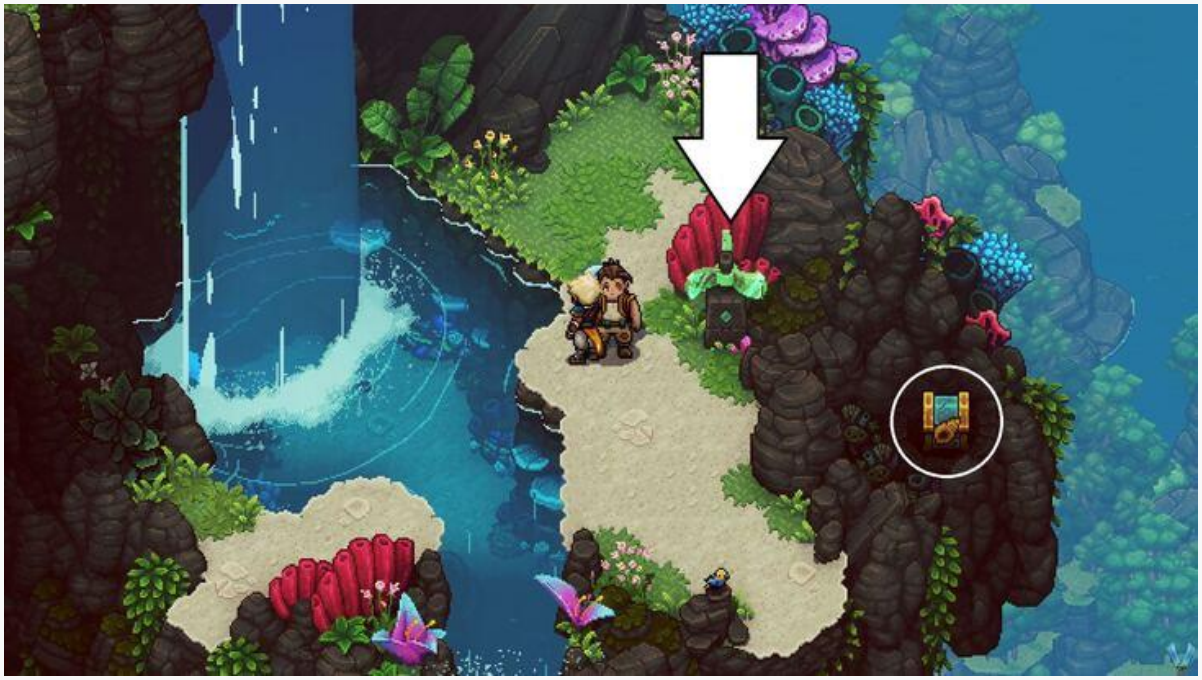


Jump down the waterfall and coming up is our first battle in this area. We have the crab-like creatures **"Croube"** and the **"Mangler Fish"** which kind-of straight up transform on you. The Croube and both the easier enemy and the biggest threat. Their **"Thunder"** charged attack can deal 50-60 damage which is devastating. However, they are pretty weak otherwise and easy to break. The Mangler Fish on the other hand have a charged move that is very hard to stop, which lets them do their "Bubble Drop" move. Basically, guard as you hit the ground. You'll probably see this move a lot, so be sure to heal up after when needed. For bigger fights in this area, it's best to use your healing combo skill near the end of a fight of course.

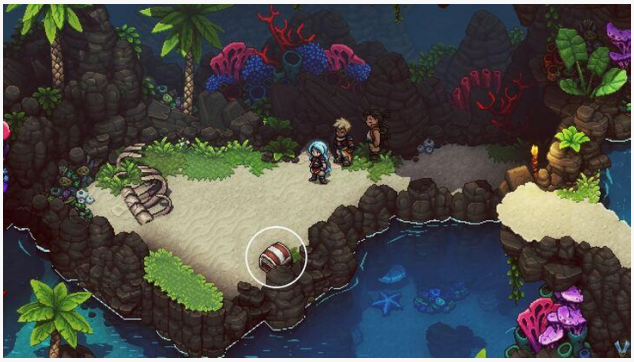
OK, continue on exploring this area and off to the right you'll see a number of waterfalls. Now, you actually don't have to take the left or middle waterfall **at all** (we learned this the hard way after taking them both), but just to show you the path out (and grab a couple items), take the left-most waterfall first.

Head left after taking it, but stick to the northern side because if not the currents will take you south. Climb the vines and you'll end up finding a **Mooncradle Fish Pie** over here and can get shot up with a water spout. Do so and get the **grain** you find, then go get shot upwards again. This takes you back to the starting area, and lets you see how to traverse a bit better.

Now, go over to the waterfalls again and take the right one this time. There is an obvious turbine here. Hit it with your wind gust to free it and get a **Rainbow Conch**! Nice!



From here, you can go down again to see paths from the middle waterfall (and if you go left you can see where the far left waterfall would end up). There's also another fight down here, so be ready to kill the same enemies again. After you defeat them, heal if needed and then go check out underneath the middle waterfall. Note you can push north into it, and then push left to go behind the scenery here. **Tricky!**. This lets you get to some land and a chest with **50 Gold**!



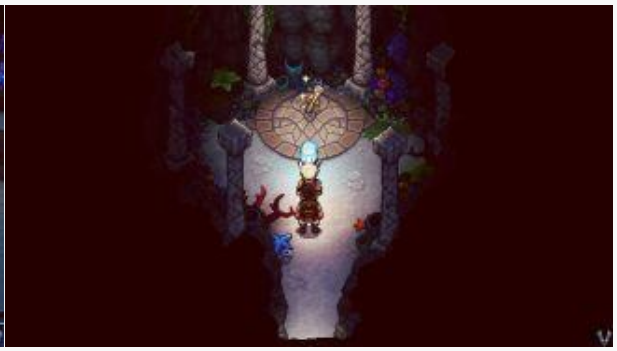
Grab it and head back now. Head to the left side of this area and go down the waterfall here. This will lead to the third fight of the area. Good experience at least. After that fight, head to the right and climb up when you can. You can find some **grain**, **berries**, a **potato** here and more importantly a **WIND TURBINE**. Shoot wind at this thing to make a chest pop out and we'll get **Obsidian Ore x2**.

Now, head to the far left and you'll see a middle area that has a thin piece of land we obviously need to fall on (this is gatekeeping our progress). Head to the left now and find a water spout to shoot you up. Now, to the right is obviously the path forwards (a ledge above the thin ground below). The left path actually leads to an area you can be shot up further at, so just think of this as the way back to the start.

Go right and jump off the ledge to break the ground so we can continue. You'll find some **potatoes** and a chest with another **Rainbow Conch**! Very nice!

Head back up and continue down the next waterfall now. We seem to be at the bottom finally... at least there is more sand! From where you land, look at the waterfalls to see on has a picnic basket under it. Open it for a **Chaudree** meal.

Head to the **left** now to find some **potatoes** and a save point just past that. There's a **Campfire** here too in a destroyed building. To the north are four enemies as well, so be sure to kill them all!
After that, you'll see we've found a light puzzle. This is pretty easy, just be sure to shine the light on the **right** glyph first, then the left. Be quick though! This will open the bid door in front of you where you can find the **COMBO SKILL: Bash Drop**.



Head back and go right on the beach now. There's a big fight up ahead. The biggest one yet.. The exit to this area is just to the right actually, so we're basically done here...

However... this is a good area to redo that last big fight. Plus, healing is just to the left after all. BK fought here until he hit **Level 6**, which didn't take too long. If you were crazy, you could go to Level 7 with minor grinding I'm sure, but we'll continue on.

Let's exit to the world map and then head to the **"Port Town of Brisk"**.

Port Town of Brisk

It's good to be in a town! Once you enter you will see a pirate crew who is... basically trying to lure us in. Trying to lure someone in. They do appear to be a colorful cast of characters though!

Before you go see the crew, you can explore a bit. Mainly to the south, but we can climb up the building here and get a picnic basket for a **Mushroom Scramble**.

You should know that there's a **lot** of exploration we can do in this town. Lots of buildings, hidden paths, etc... we'll guide you to everything but the town isn't too big so feel free to run around as well.

As you go south, there's a path split. The left path is a dead end, but there is a chest over here with a **Rainbow Conch**. One of the easier ones for sure.

Go ahead and make your way to the pirate crew. We'll meet Yolande and the gang here. There's some **great dialog** here about RPG cliches. Spot on!

Anyways, we'll have the groundwork of a deal here, but to finish it we have to go to the Inn of the town, the **"Humble Boast"**. This is located inside a ship to the southeast of town. We'll go there in a bit to continue the story. For now, we have a TOWN to explore!

Use the save point here if you wish, then let's check out some open-air merchants to the right. First, is the "Item Merchant":

Item Name	Cost
Potato	2G
Onion	4G
Grains	4G
Egg	6G
Dairy	4G
Herbed Filet	8G
Chaudree	12G
Recipe: Papillotte	110G

Definitely buy the Recipe here! **BE SURE TO GRAB IT!**. It doesn't cost that much. You can sell gems too. Now, to the right of the Item Merchant is a Weapon Merchant, but you're going to be disappointed...

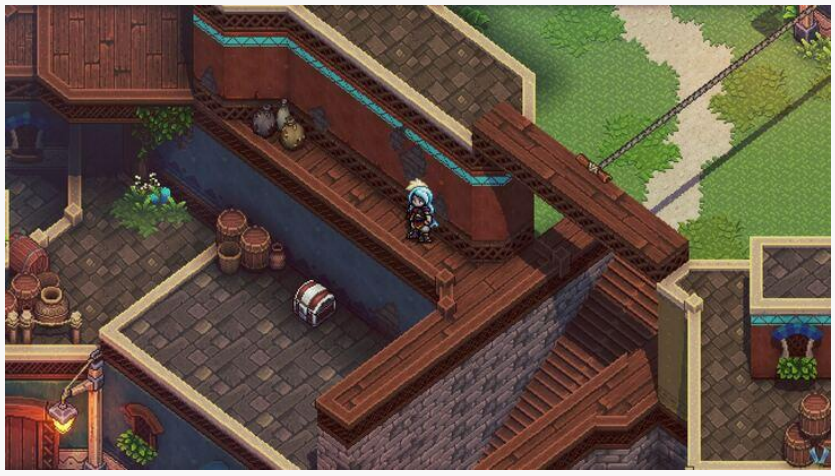
Item Name	Cost
Rock Lid	44G
Teal Amber Staff	48G
Silver Sword	52G
Adamant Shard	
Sixth Sense	
Truestrike Pendant	
Guardian Aura	15G

Yeah, no new weapons. Bah...

Go ahead and climb the stairs to the north now. To the north is an "open area" with some wooden walkways on either side (remember this area as it's a good hub area). For now, from the stairs you just climbed, go left and climb on the wall's ledge, then jump down to a chest for a **Pirate Garb**! Hurrah!

Head back up the stairs and go north from them. See that ladder to your left? You can press through the house to reach it, then head south from here to the next obvious chest for a **Shiny Pearl**.

From here you can head to the left (going northeast a bit) and jump down to another chest for **30 Gold**.



From here, you can go north into a house and exit to the right. Go north from here to find another house.

This house is **UNIQUE** as we have a minigame here. This is **"Chump's Chests"**. Basically, if you talk to the man here and pay him 5G, you can pick a chest. The chests are randomized, and can contain either **10G** (the grand prize), **2G**, or **NOTHING**.

Now, the man does tell you that if you win five times, you will get a special prize. It may be best to save before going for this, just in case you are extremely unlucky. If you do win five times total, you will get another **Rainbow Conch**.

Also, outside of his house on the left is a chest with **50 Gold** in it. That should let you play his game a number of times!

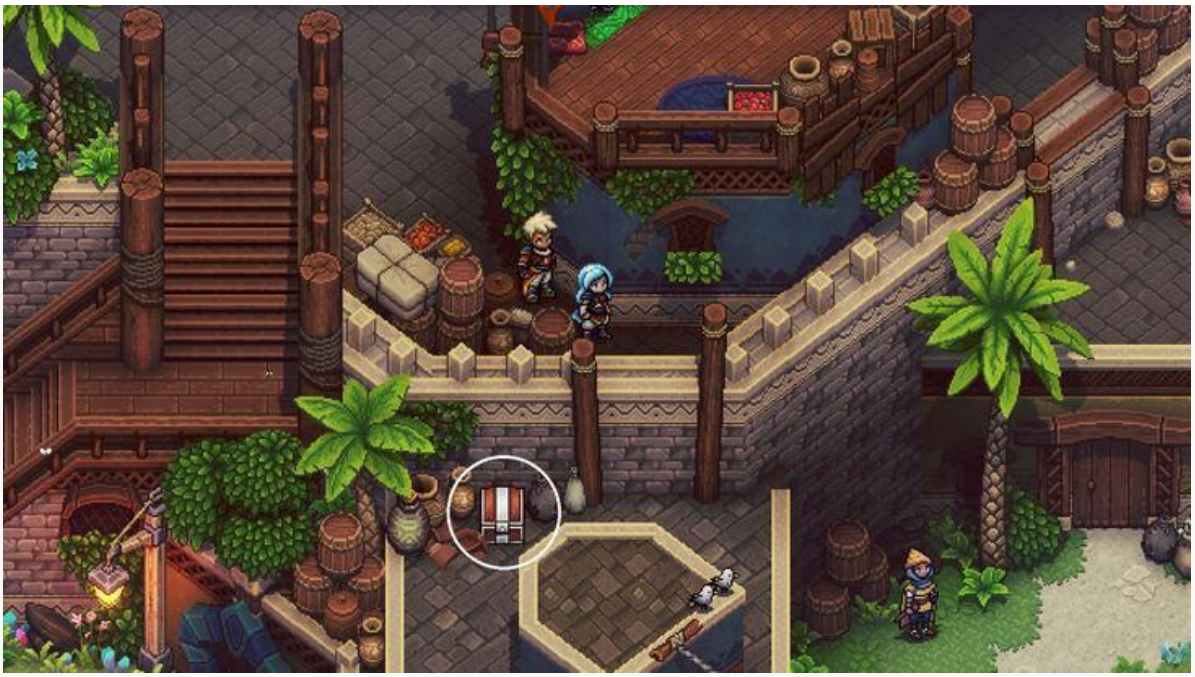
In the spirit of exploring, also note that this town has a Restaurant in it! In the upper left (northwest) portion of town you can find **"The Golden Pelican"**, a nice-looking restaurant. We must have a reservation to be here though, which we don't have. Keep in it mind for later, we suppose...

Now, from the restaurant, head right. Get on the house roof down below, and go to the right, crossing a beam to the other house. Jump in the hole here and we can get a chest with a **Sapphire Ore**. Nice!

Head outside the house, go up the left stairs again all the way to the top, cross the wooden bridge and enter the side of the building. We can actually go through it to the other side to find a wooden box we can move.

Push the box south off the ledge, then move it to the right. Climb it, then go north and follow the back of the house until you reach a hidden room with a hidden chest that has **Rainbow Conch** inside.

Return to the fountain, take the right staircase up and you can go southeast from here and drop down to a chest for a **Power Belt**. Nice! We'll take another one of these!



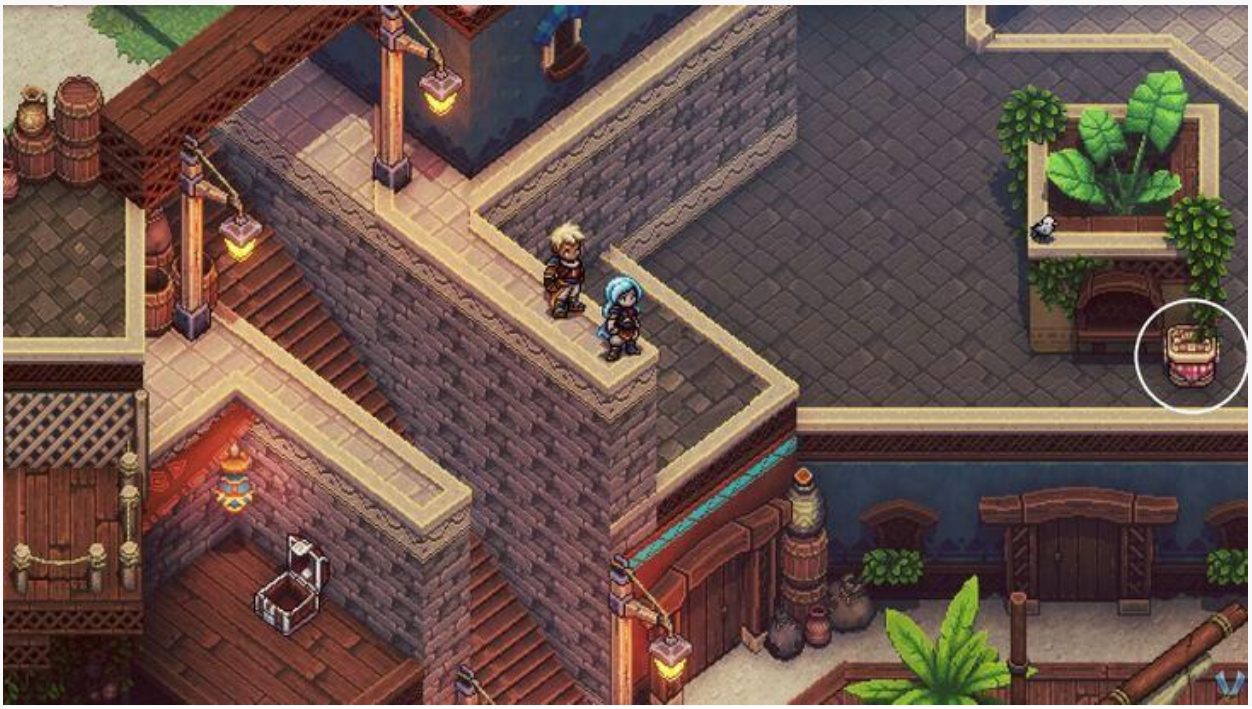
Now, take the rope leading southeast and cross the street. Go south from here to climb/parkour your way to another chest, this time for an **Arcane Amulet**. This things gives you magic defense +10. Not too shabby!

The house nearby on the main street over here is another **minigame house**. This is the **"Bonus Spin Roulette"** house. It costs 10G to guess a number and see if you win. I tried a few times (my first guess was 69... I kid you not), but I never won.

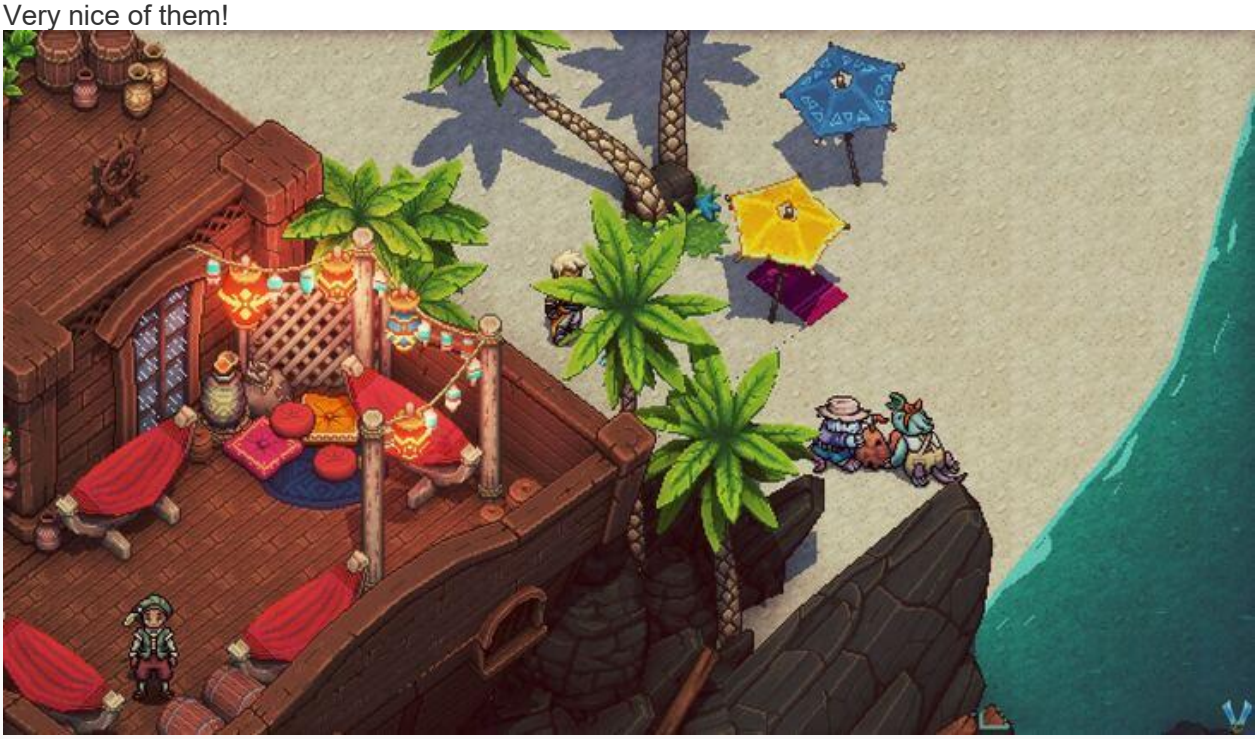
I never won without cheating anyways... Outside of the house you can talk to a man who offers you the correct number for 90 gold. That's probably way faster so that's what we did. Using the cheat you can get the **Question Pack #2** here.

NOTE: the man standing outside will not be there unless you try the minigame and lose. Yeah, there's no way of winning without the "help".

Southeast of the BS Roulette House on a rooftop is a picnic basket with **Grains x9** in it.



From here let's explore the southeast beach area. To the far right area of the beach (swim around) you can find some **Seafood x6**. Also, be sure to talk to the kids to the south for a **Rainbow Conch**. Very nice of them!



Now ready for a secret? Go out for a swim and swim over to the docks to the south where we met the pirates. Swim under the dock where the man is standing. Do so and go north to find the **Hidden Merchant!**

NOTE: You have to have the **"Trader's Signet"** in order to buy or sell items here. We picked it up in the Wind Tunnel Mines. You could still go get it if you wanted to.

Item Name	Cost
Eye of Yomara	888G
Dubious Dare	150G
Tome of Knowledge	150G
Double Edge	150G

BK bought the **Tome of Knowledge** relic here. Pretty much a no-brainer for the poor player. Also note the chest here has a **Rainbow Conch** in it.

Finally, we can also swim to the southwest to find a boy and his dad fishing. They will ask for a whooping 40 filet items.

At this point BK just went to the nearby fishing hole, **"Lavish Lake"** and fished the place dry. Up to you if you want to do so as well. Link is below:

- Lavish Lake (or pg.67)

Once you have 40 filets, you can give them to the boy to get a **Rainbow Conch**.

At this point we've explored the city so let's go see the pirates. Head to the Inn (the ship in the southeast portion of town) and head in. Get Garl from the back first (he was trading tips with the cook here) and go further northwest to see a cutscene. Enjoy!

Yeah, I did not see that coming! It seems we owe them a favor now, which means a side quest to a nearby dungeon to look for the **"Coin of Undeath Accord"**. This sounds like it is related to that first camp story we heard about!

As you try to leave, the pirates will feel bad about tricking us and will point out the **Wheels Game** nearby. They will give us the **"Copper Wheel"**, **"Warrior Figurine"** and **"Mage Figurine"**. This will let you play the Wheels Game before you leave if you wish.

NOTE: Check out **"The Wheels Game"** page of this guide for how to play the game and where you can find tips and figurines.

If you win the Championship Game here, you can get the **Archer Figurine**.

OK, with that out of the way, head to the world map and make your way to the ??? location to the north. We'll see you there!

Lavish Lake

Hey, it's another fishing hole!

This one is called **"Lavish Lake"**, but despite the name... there's really nothing that lavish here. Plus, there's no "new" fish here. That's right, we've caught them all before. Still, this is what you can find here if you fish:

- Hardshell
- Man o' War
- Grass Haddock

Still, it is worth fishing this place dry once (at least) or perhaps even twice. This is mainly due to the young boy who needs **40 Filet** items from us back in town. That's... quite a bit, and will take fishing this place dry a couple of times undoubtedly. If you are going for those then you'll want to be fishing **Grass Haddocks**, which look like the ones below.

Hopefully the next fishing hole will have more for us to do!

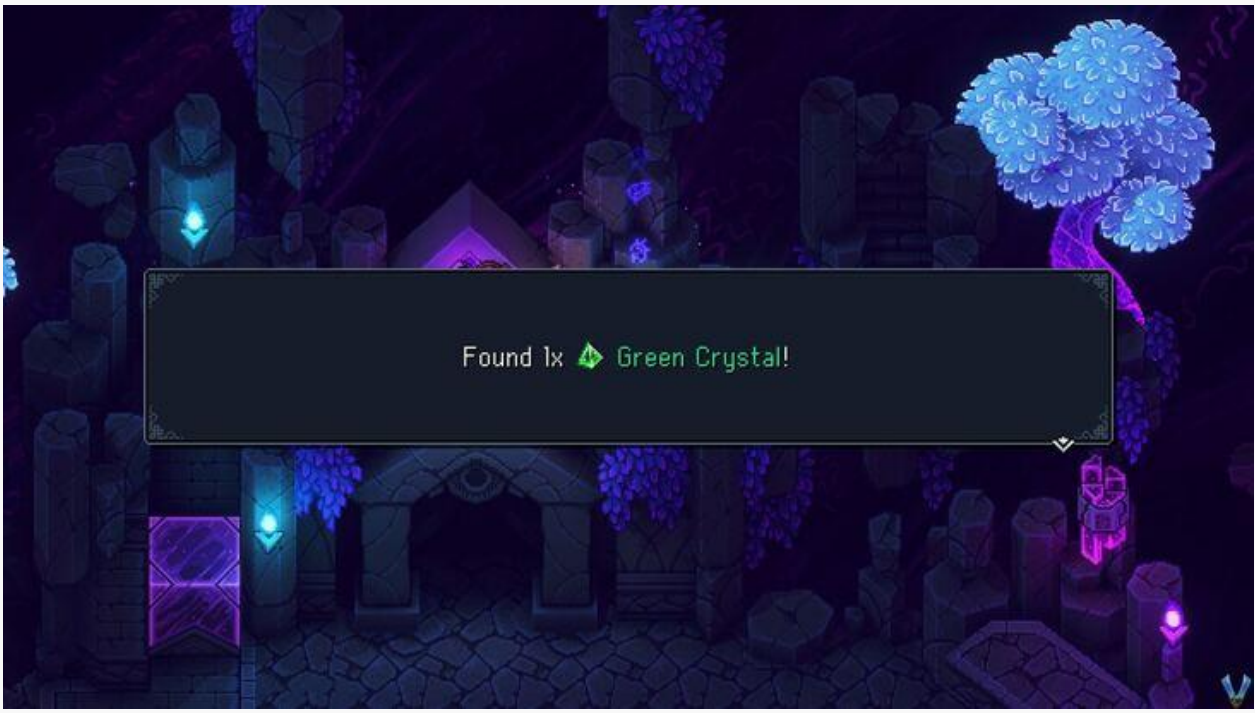
Abandoned Wizard's Lab

Enemy	Treasure List
Arcane Sentry	Green Crystal
Wanderer	Blue Crystal
Croube	Rainbow Conch
Crystal Tulip	Red Crystal
	Mage-Knight Armor
	Rainbow Conch

NOTE: You may recognize this area from the Playable Demo of Sea of Stars! Yep, this is where it's at in the guide!

As you arrive here, you'll get a scene as the pirates get you a way inside this lab. It's a bit much, but it works!

Head inside afterwards for another short scene, then once you have control, use your wind gusts to move the block to the north. Use it to climb to the chest here for a **Green Crystal**.

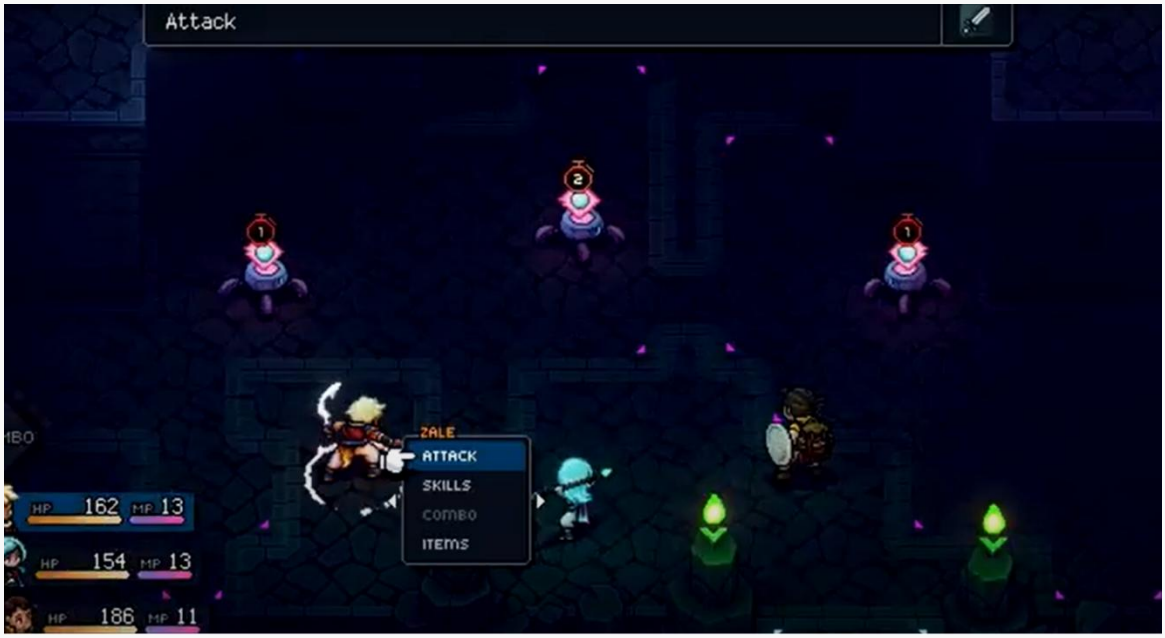


Note that to the left is a camp area and a save point. This is our **"Hub"** area, and we can revisit it after each trip as you'll see...

Go put the green crystal in the center light area (the right option) and enter the room:

"Green Crystal Room"

We'll get into a fight here with the new enemy: the **"Arcane Sentry"**. These small robot things have energy balls on top of their head and will throw them at you. Block in time to reduce damage and kill them off.



After that, hit the pink switch at the top, then follow the room around clockwise to reach a blue switch. Hit this one, then go south and right, then upwards and left to drop back down to the pink switch. Hit it again to reveal a chest. Head back up there to claim the **Blue Crystal** from the chest.

That's it for this room. We're done, so head back out. Take out the green crystal and let's try blue now!

"Blue Crystal Room"

This room is all about holes! Well, holes you jump into and reappear in other places. Look at the arrows to see where!

Jump in the top hole here and climb up to fight some Wanderers (way too easy). Keep going to the right, jump into the hole over here, and go north again to fight some sentries. After you beat them, we can continue to a lower area, where you can climb a ladder and jump to some narrow ledges as you go south. Do so, jump into the hole, and hit the green switch you see.

This makes some land appear nearby with enemies. Go fight them (we have Croube enemies showing up again) and then hit the pink switch once you win.

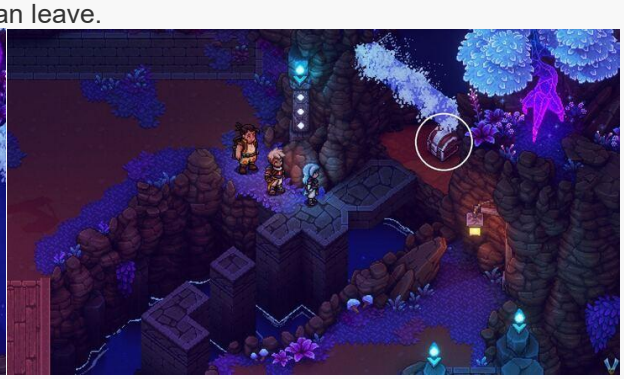
Jump in the hole you just made and go hit the switch that opened up. This opens a pathway to the right from the starting area. Go back to the start now and go right to automatically take that path, then go north and interact with the button to **turn on** a second light source out in the hub area.

This lets you return to the hub area, so be sure to do so and then put the green crystal on the pedestal you activated. We have another colored door to go through now! Progress!

"Cyan Crystal Room"

This is the combat room! Ready!? Well... not yet. First, go down into the water and get the semi-hidden chest here for another **Rainbow Conch**. What are we doing with these!?

After that, go up and hit the switch on the dock. This leads to a good fight. Notably, you may fight a **"Crystal Tulip"** here. These things charge up and then do an explode attack that does, I kid you not, 90+ damage. Very deadly. Try to break them if you can. Heal up, then use your wind gust to move the block to the end so we can get the switch up there. Fight number two! The third fight is easier and is the switch where the block was. Finish them off and then you'll see a chest appear. The secret in the waterfall! Open it to get the **Red Crystal**, then we can leave.



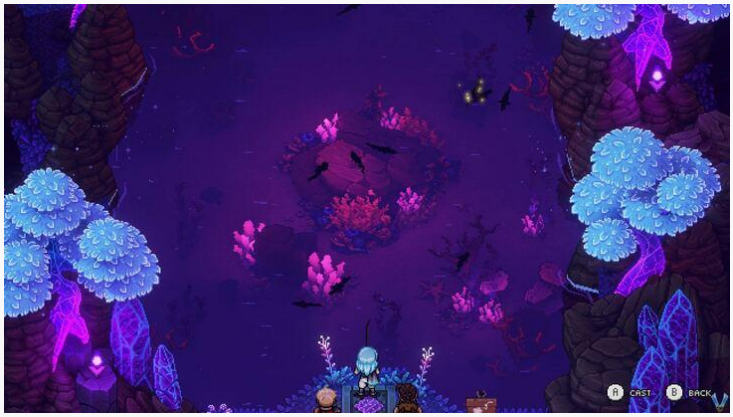
Well now... I suppose we should heal up and save. Good idea. Let's replace the Green Crystal with the Red one and explore a new room, shall we!?.

"Purple Crystal Room"

This is definitely **"The Fishing Room"**. We'll climb up a cliff and get to a switch. This lets us go further up to the top of the area.

Up here you'll find a **Well**. Talk to the well, and inside someone will tell you they lost their Gold Watch, asking you to fish it up for them.

Well, this area is called the **"Haunted Creek"**, and sadly there's no new fish here. Just the normal "Lunar Trout". One of them is glowing though! Despite the lack of fish, BK also has a lack of "Filet" items, so I fished this place dry. You want to go for the glowing fish obviously though, as you get the **Golden Watch** from it.



Give this to the guy in the well and he'll give us another light button. This lets you hit it and activate the third light out in the hub area.

Go ahead and head back now. Before we forget, let's just leave the red crystal in now and do the red room!

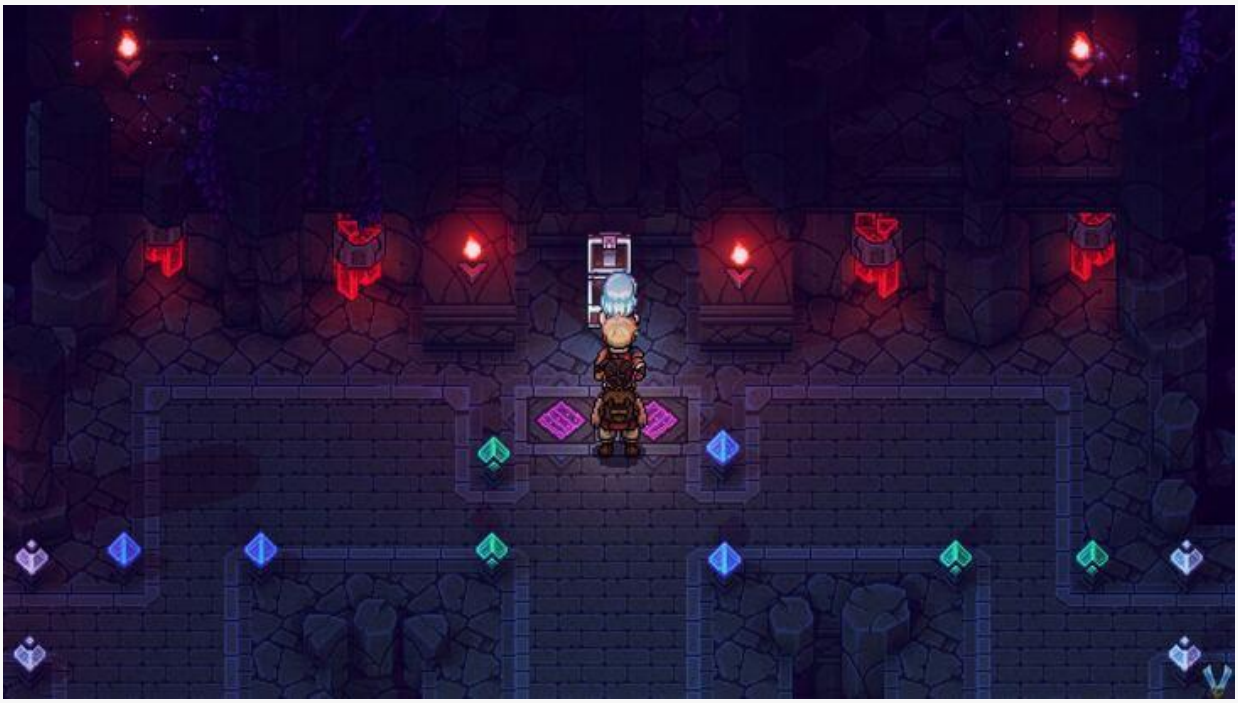
"Red Crystal Room"

This is definitely the **"Puzzle Room"**. There's three blocks here and we need to get two of them on the switches to the north, as you can see. There are barriers around the area though, as you can see, as well as switches that turn them off.

You know how to move cubes around well enough by now, so here's the general steps to get out of here (or gain the treasure, rather).

- Step 1: Move the left cube onto the blue switch.
- Step 2: Move the north cube onto the white switch.
- Step 3: Move the right cube up, and over to the right (it teleports), then north of the blue barrier.
- Step 4: Move the left cube to the left (teleport) and put it on the green switch.
- Step 5: You can now move both central cubes to the switches!

This will net you the **Mage-Knight Armor**, which has fantastic magic defense. "Meh" normal defense though. Seriously good magic defense.



OK, let's head back and put in the Green Crystal now to make the Yellow Room.

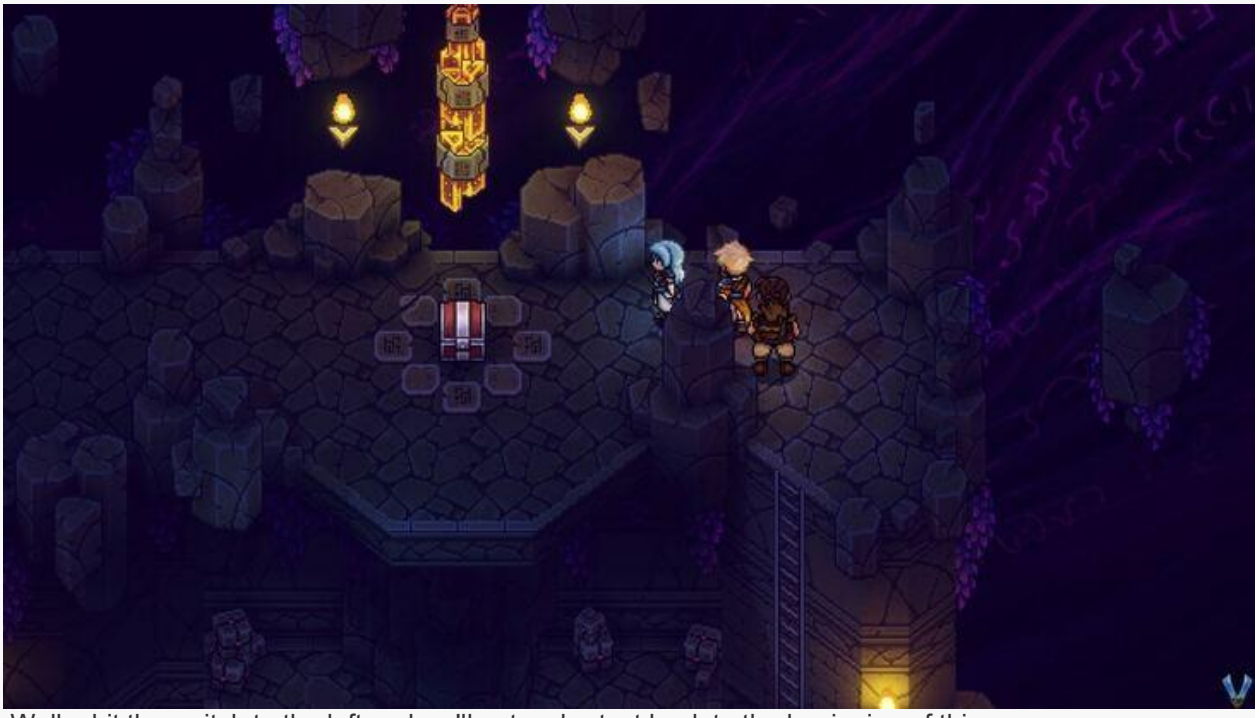
"Yellow Crystal Room"

This room is definitely the **"Pathway"** room. Head in and look at the icon on the ground. This lights up the **"right way"**, so take the middle jump and we'll get into a fight.

Take the enemies out and go up the steps to the left here. We have another switch showing the way forward, as you can see.

Follow the picture and you'll have another fight. Once you're done, you'll have two sets of stairs to look at the next path forwards. Two runes to show us how to get past this next set of steps:

Make your way north following the path and we'll get to the end. Our reward here is another **Rainbow Conch**. Man we have a ton of these things now!



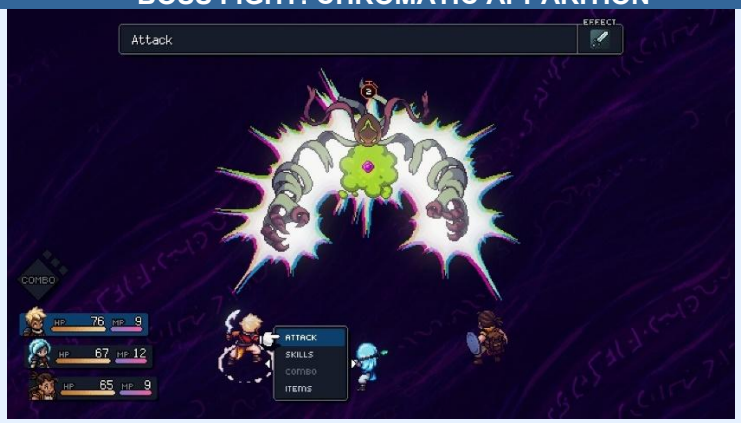
Well... hit the switch to the left and we'll get a shortcut back to the beginning of this area.

Be sure to **SAVE** and **HEAL** at this point. Now let's put all three crystals in to get to the last room...

"White Crystal Room"

As you may have expected, we're going to face a boss here. Go through the dialog as Garl finds the boss and then prepare yourself!

BOSS FIGHT: CHROMATIC APPARITION



This boss isn't too hard, honestly. There's some hard-hitting attacks here and some summoning that can hurt, but we'll go over that. As long as you heal and nail your extra hits, you should be OK.

First, you should know that this apparition will change shapes (**"Shapeshift"**) which puts it into a form that either resists your attacks or doesn't. You'll know which is which pretty quickly. It doesn't do much more than that though.

Still, when he changes shapes, try to do your better attacks. More importantly though, the Apparition has **long** and more complicated charge attacks here than we've seen before. At least you have several turns (usually 4) to break him. Although... it is debatable if breaking him is even the better thing to do.

Keep your combo meter built up and try to save boosting attacks (at least two) for the **"Summoning"** move that the Apparition will do. You want to try and destroy any Crystal Tulips the boss may summon, although be sure to wait until they actually start charging (otherwise you will do no damage).

And that's it really. Save combo points for healing and keep on the offense! You'll take down this apparition before long.

Chromatic Apparition's Moves:

- **Normal Attacks:** Yep, this thing has a normal attack. He basically forms a giant fist and slams it down on you. Just be ready to block it. It will deal around 27 damage or so.
- **Orb Throw:** We first saw this after a failed charge. The Apparition will summon dark balls and then throw them at you. He does this in waves, and the attack can deal around 60-65 damage to a single party member. It can definitely hurt, so be sure to block to reduce damage.
- **Arcane Singularity:** This is the charge attack you'll see if you don't stop the charge in time, which can be hard to do at times. Basically everyone gets sucked up in a vortex and gets spit out. This did about 15 damage to everyone (at about 60% power... so it should deal closer to 35-30 normally I would imagine, although you shouldn't let it get that high either).
- **Summoning:** This move has the Apparition summoning a Crystal Tulip. You've fought these things before: if they get their charge off, they will do their **"Explode"** attack, which does extreme damage as you know. Be sure to wait until they are charging their attack though, as you'll deal 0 damage otherwise.

After the fight, we will gain the achievement down below and find the **Coin of Undeath Accord**.

Head back to Brisk and talk to the Captain on the dock...

And... You'll see their ship. This is disappointing. I feel like we've been duped twice now.

Still, go ahead and proceed with traveling. We don't have much else to do here. Enjoy the dialog and scenes as you travel. It isn't a long trip, but will take the rest of the day, and we'll even see that indeed, the **"Vespertide"** is not just a fairy tale.

Soon we'll land at the **"Docks"** and the Pirate Crew will go on ahead without us, to the **"Town of Lucent"**. We better get on our way too!

Town of Lucent

Enemy	Treasure List
Woodland Spirit	Rainbow Conch
Lonzon	Calcite Lid
	Rainbow Conch

Now, this docks area does have some enemies, but the starting area also has a **Camp** and a **Save Spot**.

OK, let's head right and get the **onion** plant, then head right and fight a battle. You'll see the new enemies here: the **"Woodland Spirit"** and the **"Lonzon"**. The Woodland Spirit likes to disappear and reappear next to you and do a spirit attack, while the Lonzon, well, they are devious. They have a charged move called **"Chomp, Chomp"** that will deal damage to you and heal them for half that amount. Not good! Try to target them first and break their charge when you can.

Note that the Lonzon enemies have some sort of **"poison icon"** that we can't break right now. Which of course makes them even worse.

Still, take them out (go heal if you want) and head right. Go down into the pit here first. You'll find a **mushroom** patch over here and to the right (semi-hidden under the log) a chest with a **Rainbow Conch**.

There is also a semi-hidden cave here, to the north (where it is kind of light). Enter and go interact with a chest here. This is a mimic, as we get into a fight with some enemies. Still, kill them and we can claim a **Calcite Lid** as a reward for Garl. Nice!

Head back up and cross the pit, finding another **onion** plant on the way and fighting one more battle. After that, we'll be done with this short section and will finally be in the **"Town of Lucent"**.

Town of Lucent

Once you arrive in town we'll be able to explore.

Enter the house on the left in here and talk to the woman. She's lost quite a bit it sounds like. Try to interact with the chest here and the **Painting** will take it away, telling us to make his brother make amends first. Huh...

To get this, we need to go visit the house to the north (there is no door: enter through the right side of the wall where the stone path leads) and talk to the painting here. He'll mention he ate his brother's **Berry Jam**. Yeah. If you don't have any, go camp outside of town and make some (or go get into a fight, make room for a meal, then go camp and make some). Go give it to the painting now and we can have the treasure for a **Rainbow Conch**.

Let's continue exploring. There's not much of interest in the house on the right, but there is four **tomato** plants to the right of it. Nice!

Go enter the building north of the fountain now. This is the Town INN and we'll have some dialog here. Pretty funny. I'm not losing it, you are losing it!

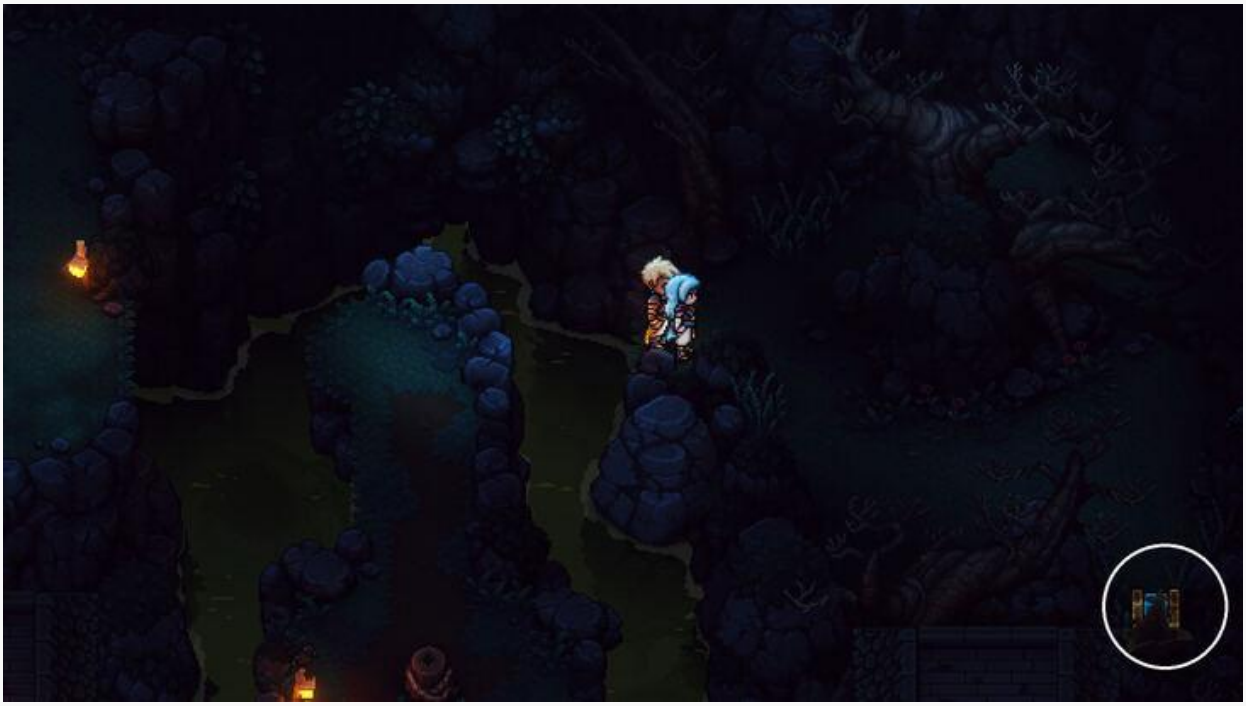
After the dialog and you have freedom, you'll see that you can Change Songs here. Pretty cool! You can also play a game of **"Wheels"** here. If you win this Championship Game, you'll get the **Bronze Wheel** item. After that, head out to town again and head left. You can see there's an Item Shop here!

Item Name	Cost
Bone Armor	48G
Calcite Lid	56G
Scrimshawed Sword	80G
Gold Tooth	225G

Item Name	Cost
Potato	1G
Onion	3G
Meat	3G
Grains	3G
Bone	5G
Berry Jam	9G
Hearty Stew	28G

After that, head to the southwest portion of town. Jump the wall here and go get two **potato** plants, and then to the north there's two **lettuce** plants. There's a man walking around over here looking for a **"Turbo Cookie"**, which probably means we should have our eyes open too.

Head to the right side of town now. Over the bridge. You'll see that shed some kids were talking about. Looks like it wants an item. To the south is a man chopping wood. Be sure to go into the water here, swim upwards, and get out on the northeast section of land. You'll find a chest here for another **Rainbow Conch**.



And that's it. From here, we have to simply meet with the Innkeeper and tell him we're ready to rest.

Several days will go by and we'll get some scenes here. We'll witness the first real "soulwalking" incident soon and our heroes just can't wait to help someone. Makes sense. We'll have to go help, huh?

The Captain will follow us as well, as you'll see. You think the pirates know yet?

Either way, head out to the world map. There's a couple of places you can go here, but the only one worth visiting (besides the **"Haunted Creek"**) is the **"Cursed Woods"**, so we'll see you there!

Haunted Creek

Well, this is the most haunted fishing hole we've ever been to!

Thankfully, there are **three new fish** to fish up here. It shouldn't take you long and none of them are particularly challenging.

For the record, this is where BK learned how to stun fish! Press while they're in midair to stun them. Makes them easier to reel in.

Still, go ahead and fish up the fish here. There's nothing else of note. Be sure to catch one of each!

- Spectral Eel
- Ghosturgeon
- Bone Pike

Cursed Woods

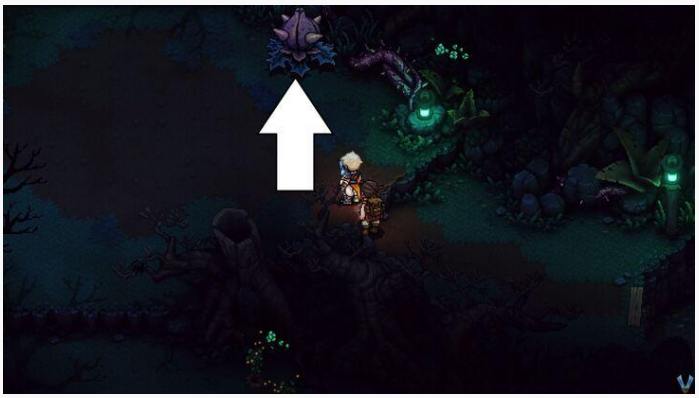
Enemy	Treasure list
Arentee	Rainbow Conch
Woodland Spirit	Obsidian Ore
Boulbe	Shimmering Shard
Lonzon	Bone Armor

OK, let's take on these cursed woods! Spooky right? It is awfully dark in here...

Right away you're going to meet a new enemy: the **"Arentee"**. This guy likes to do a one-bounce jump at you and does another move where he scoots on the ground at you. Weird. Also, it may just be by chance (or maybe design), but the Woodland Spirit enemies now charge some attacks. This lets them do the "Group Heal" move, which can make fights a pain. Try to stop them of course.

Take the enemies out and proceed, getting some **Berries** on the way. As you go north we'll also have a **Save** spot and to the north some **Bramble** blocks our way. Huh... we have to defeat its "source" to continue.

Well then, let's go to the left and we'll have another fight over here. There's a new enemy: the **"Boulbe"**. This is the enemy causing the brambles, for the record. They like to shoot spikes at you (and it's surprisingly fast... or BK is getting slow). Still, take them out and you'll see this solves our bramble problem.



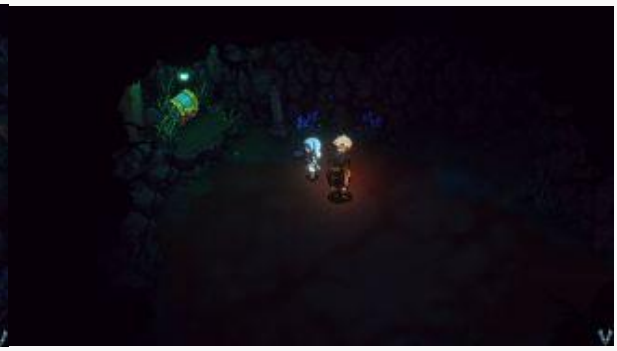
After the fight, go south and get two **potato** plants.

Head back and continue north now. There's a **mushroom** patch on the way as well as another fight (lots of zombies here). Take the enemies out. BK got to Level 7 here, for the record!

Continue to the right and follow the tree path. Go ahead and **heal up** and then climb the cliff. There's another fight with a "Boulbe" enemy here, with allies of course. Once you take him out, you will clear the path yet again. Be sure to grab the **potatoes** here as well.

Head to the north once again and follow the roots. You'll get a **mushroom** patch here as you go, then continue north to another fight.

After the fight, **make sure** you head to the southwest cave. There's another small fight in here, but we can get the **Rainbow Conch** from the chest in here afterwards.



Return to the previous screen and continue north now. There's an area here to **Camp** and **Save**, so be sure to do both!

Up ahead you'll see the path splits. There's a large patch of bramble blocking the way north here, so we have to take both paths to continue.

Let's head left first. This path is... very linear. Just follow it to the end. There is a fight here at the end with another Boulbe and his allies.

Once you take him out, half of our bramble problem will be done, but you should also get the two **grain** to the north and the chest for a **Obsidian Ore**.

There's another secret nearby! Drop down to the right and head to the northwest. You'll see a Solstice Shrine here. Didn't expect that! Go ahead and enter to get the chest for a **Shimmering Shard**! Not bad! This item increases damage to undead enemies by 15%!

Let's take the right path now. It's a much shorter path this time, but also just leads to a fight (heal before if needed). About the same here. Take the enemies out and be sure to grab the chest here for some **Bone Armor**.

This should clear the path for us, so return to the path split now and go north through the cave. There's nothing in the caves here, so push onwards.

Our reward here is some scenes! We actually caught up with the guy! Sit back and enjoy, as these scenes are... well, they get dramatic fast.

At the end, we will gain Mysterious Assassin as a party member. If you were wondering where the **poison icon** came from, this is where, as our new party member has some poison skills (along with blade and bash). A true all-rounder party member... although not being able to heal like a certain someone is going to kill us!

Well, like the assassin said, let's follow the path. This path puts us in the waterway off to the right of the map, and has a few fights along the way. Just heal between fights as needed (this is where our item stock comes in handy).

After the second fight, follow the water again and look for a patch of **mushrooms**. There's a third fight as you continue on, but be sure to look for some **potatoes** after that fight.

Soon we'll get to the beginning of the area (save if you want) and then push on to town. We'll get some further scenes here and will officially meet the "Captain"... or **Serai** rather.

She'll have a plan to save Garl, but we have to hurry. Our goal here is pretty clear: the Ferryman's Dock to the east of town.

Once you regain control, you'll get a message saying **Valere learned combat skill Lunar Shield**. That can only help, right?

That's the end of this section! We'll catch you in the next one!

Flooded Graveyard

Enemy	Treasure list
Gulgul	Shimmering Daggers
Arentee	Obsidian Ore
Lonzon	RECIPE: Hearty Stew
Mermofwizquard	Romaya's Hairpin
Revenant	Spectral Cape
	Obsidian Ore
	Graplou
	Rainbow Conch
	Osseous Staff
	Enchanted Scarf

OK, time to help our friend out!

Head out to the world map and push east, to the **Ferryman's Vigil**. Talk to the Ferryman here (an obvious undead of course) and soon Serai will take over the talk. She'll do something that I wasn't expecting here, and use the coin we got her to obtain obedience for the trip we need to take.

Wow... makes you wonder why she's helping so much...

Soon, we'll be taken to the **"Flooded Graveyard"** and left to explore.

Go ahead and **Save** here if you wish and let's get into a big fight right away. To the left on the big patch of land are four undead. Go take them out. Four at once is a new fight, but you should have enough combo for a group heal as well. You should also check out that **"Lunar Shield"** ability. It's pretty great, to be honest. Minor healing, sure, but negating a hit on every party member is pretty darn good.

There's some exploring from here. First, note from the start of this area, you can go swim to the north to find some **mushrooms**. It's really out of the way.

From the big fight we just had, you can go southwest, then south to find two **onions** plants on an island to the south. However, the real treasure here is up to the north. There is an obvious fight to the north, but go to the right of it, continue north, and you'll see a **"Solstice Warriors"** room. Go inside to find a climbing area with a chest, which nets you the **Shimmering Daggers**.

These are good for Serai and do bonus damage to undead. Nice! From here we can return to the previous area for another fight, but there's a new enemy this time. This is another zombie-looking creature called a **"Gulgul"**. We're calling them Disco Zombies. Seriously, watch their attacks and that funky pointing move! Haha!

Seriously though, these guys can be a pain. They can also be awesome. Luck of the draw. Basically, they can heal anything at anytime. They also can call down spikes on you (block on contact), or even do a Thunder attack. However, they can also just waste a turn moving around and dancing, and we've even seen them attack other enemies. So yeah, very unpredictable!

After the fight, grab the three **Bell Peppers** here, and then go to the south as there's a **potatoes** plant. There's also a man walking around over here. Talk to him and you'll learn he is the Graveyard Keeper. He warns us away actually. Seems like an OK guy.

Now really quickly, note that if you go to the southwest from here, into the water and to the left, there's a room down here where you need an item for a crypt. We don't have it of course, but keep this room in mind. Weird...

Go back to the man walking around now and enter the main building nearby. There's another fight here. Beat the enemies and climb the wall to the roof. At the top, get the chest for the **Obsidian Ore**.

OK, after grabbing that, jump into the hole in the roof here. We'll land on a platform below and we'll need to walk along the rafters (BK is usually bad at this but got it in one try!). We'll get the chest for the **RECIPE: Hearty Stew**. Nice!

Climb up again and jump into the water to the left. The Grave Keeper is over here as well. We can chat with him again. There's another fight to the north of him. Kill the enemies and grab the two **grains** plants in the area. There's not much else in this area, so we'll have to jump to another flooded section to the north.

There's a **raft** here that you can use to climb up to a middle area. This is definitely a "Hub Area" area in the middle here, where you can **Camp**, **Cook** and **Save**. Cooking is definitely more needed here without our big healer, by the way. Anything that can do group healing is good, but a supply of lower level healing (Beef Sandwiches are good) is good as well.

Now, from here you can get on the raft and use your wind ring to move it around. There's really only two places we can go to from here. The first is the northwest corner, which leads to a **mushroom** patch and a Mausoleum. There's not much we can do here though.

Instead, we're supposed to go up to the northern area. There's a cut-scene here where we'll be stopped by the Gravekeeper. We'll learn that in a past life, he was known as **"Duke Aventry"**, and it sounds like he was the owner of the manor? Huh. Either way, we're about to get into a fight here.

"BOSS FIGHT": DUKE AVENTRY

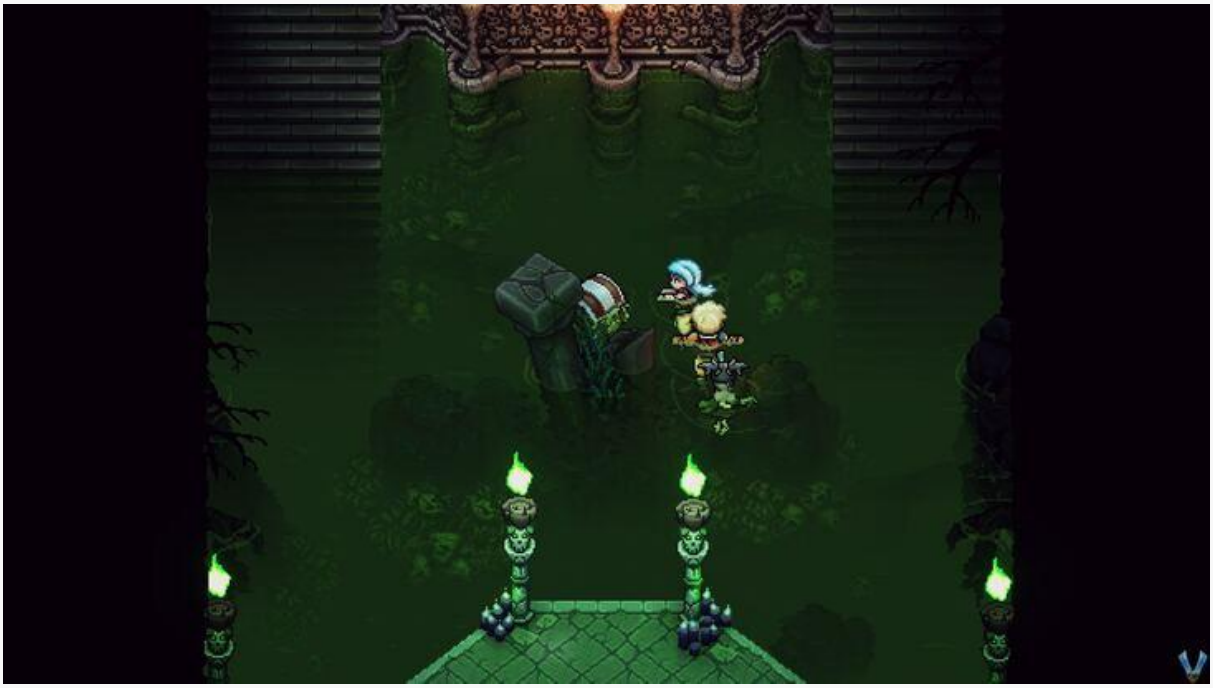
So, this isn't quite a **"Boss Fight"**, but the Gravekeeper is definitely beefier than a regular enemy. You can definitely use combo heals here, but you may also have to do spot-heals if one party member gets lower on HP than the others.

For his part, the Gravekeeper will do a normal attack that will deal around 35-ish damage (just a strike with his weapon... look for the pause), as well as a charged attack where he twirls around, hitting everyone for around 24 damage each. The timing for blocking this one is weird as it's after the attack. You can try to break his charges here, but it's often impossible to do so. Still, you can use skills like Lunar Shield to really help out and use combo heals when needed to see yourself through this fight.

After the fight, the Gravekeeper will reason that his mistress would rather he remain alive than us being stopped. Smart. He'll also talk to Zale and we'll be told **"Zale learned combat skill Dash Strike"**. Interesting!

Go back and heal, save, and all that jazz then we'll want continue in past the Gravekeeper. HOWEVER, before you do check the water on the right side to find a chest with **Rainbow Conch**.

Head inside the room past the Gravekeeper and there's a chest in the water here you can get for **Romaya's Hairpin**.



After that, continue north and we'll fight a staged battle. There's a new enemy here called a **"Mermofwizquard"**. I can't make this up. That's quite the name, for sure. He's got some spells including one that can hit every party member, so he's worth taking out quickly.

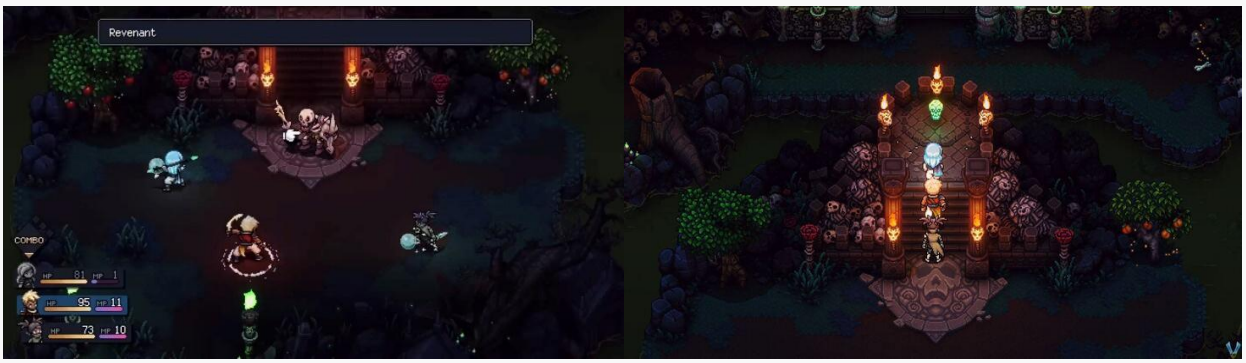
Continue to the north and we'll travel even further inside this place with the use of a switch platform. This will take us to another fight of course (an easy one).

Take the enemies out and continue, and soon we'll be outside. We'll get a scene here as three spirits (who open up a door it seems) will split up and move out. Bah...

One of them is close to us at least. Thankfully, we have a **Camp** and **Save Point** nearby. Use them and go face the big skeleton next.

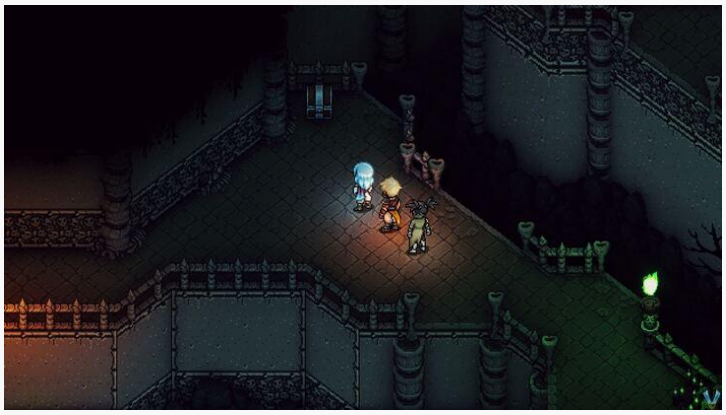
This guy is a **"Revenant"**. He has a ton of HP as you can see, and hits hard, but he only targets single party members and is frankly easy to take out. He hits hard enough he may kill a party member, but we can overwhelm him.

Take him out and then interact with the skull to put it back into place. After the fight, get the **peaches** and **apples** from the trees nearby. We can heal up again too.



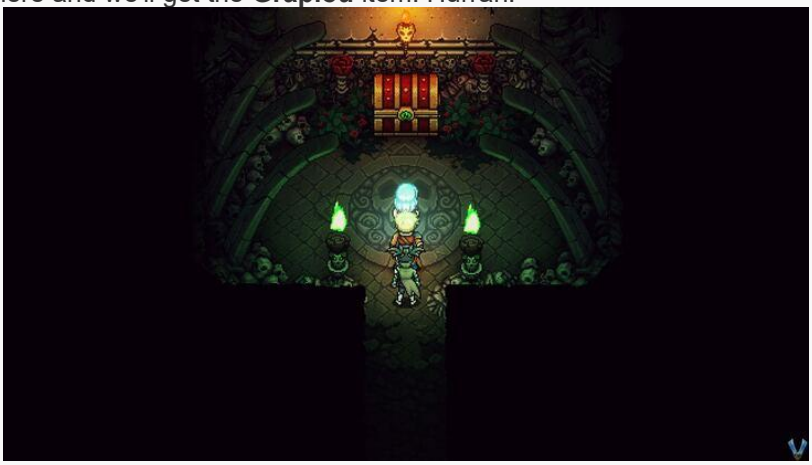
OK, now let's head to the right and into the watery cave to the northeast. Note you can get a couple of **bones** lying around if you wish.

Make your way through here and you'll have a spot you can jump down to a fight. Do so and beat them all up. From here, use the switch off to the right. This lets you get to a northern platform, use another switch, and then climb up to a higher area. Do so to get a chest for a **Spectral Cape**. Only Serai can equip this it seems.



Kick the ladder down and then go south and hit the switch again. We now need to go up the ladder, and around to the switch platform to the south. This will let you get to the lower-right area, and another chest to the left for some **Obsidian Ore**.

Head into the room on the right and we'll get into another fight. Once you beat the foes here, climb the ladder and follow the path to the northern door. We're about to get the item we've been waiting for! Open the giant chest here and we'll get the **Graplou** item! Hurrah!



This item lets you grapple forwards to enemies, posts, and various other objects (like rungs). We have been wanting to use this for awhile! Also, this feels like some Zelda just got infused into the game, right!?

Head out and try stepping on the switches to raise the posts, then try your grappling hook (we're not going to call it a Graplou...). This is sort-of a tutorial area for the grappling hook. There's also some **berries** on the way. But this path will take you back to the start of this room.

We'll return to the previous room. Here, go north and climb the ladder. Now, you want to grapple onto the enemies in the northeast corner. This gets you in a battle with them of course, but it's two mages so this should be easy. Plus, after you defeat them, open the chest for a **Rainbow Conch** and some more **berries**.

Use the switch here to have a grappling point appear. Now, head down and to the left. We'll be forced to go north, but be sure to **HEAL** here as this room leads to a fight with some minions and a Revenant. Kill the minions here first and then take out the big guy. Like before, once we kill him, you can interact with the skull in order to send it back to the door from before.

With that, a wooden post appears and we can get back to the central area. Do so and save/heal, then let's head to the left. This takes us to a door and a new area.

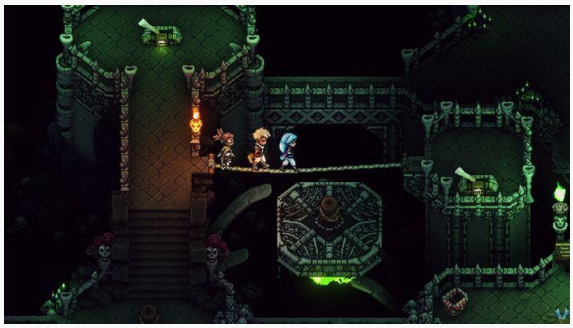
In here, you'll see we needed the grappling hook from the get-go. You want to use it to the north, on the circular rung, in order to pull the ground out and get to a switch. Use it to move some platforms nearby, then go to them and climb up in order to get to a door to the northeast.

We'll immediately be rewarded with an **Osseous Staff** in a chest. Nice! Equip that right away!

Head right and up following that to find a picnic basket with a **Mooncradle Fish Pie**.

OK, from here hook the enemy to the north to get across (and get into a fight). After that, to the left are some stumps we can hook. This leads to an area with some **bones** to the left and a switch to the right.

Hit the switch and you'll see it moves the platform to the left. A movable hook platform! Hook it and go fight the enemies to the left. After that, use the next switch and then hook your way south. You will end up going south and right to find two switches.



Cross the ropes here and hit that switch first, then cross back and hit the other switch. Do this in that order and you'll see the platform move beyond what was blocking it. It'll move so we can go back and hook it and then fight some enemies to the southwest. Kill them all and get the **mushroom** here, then go hit the switch to the north. Now, head to the right and south to exit this room. Like before, the platform is now in the previous screen. Perfect. Go down and to the left, where we can use the platform to continue to the left side. Fight the enemies here, follow the path, and get **tomatoes** here then continue north to a new screen.

Here, you want to go all the way down (use the stairs) to the very bottom, then pull yourself up and get into a fight. After that, use the switch here and... well, that's all this screen is: use switches, follow the platform, use your grappling hook, and get into a fight when needed. This is actually all we're doing on this screen, until we send a second platform to the previous room and we can get on the wall to climb back up.

Head back to the previous area now to see the platform, and you'll see that it lets you access the northern area. At this point you should **heal up** as once we go north we'll have a fight against a Revenant and three minions. We've done this a number of times of course, so take them out and then interact with the skull again to send it back to the main door.

Before we leave, there's a chest to the right. To get it you'll need to go through the bones where the green candles are and walk through them to reach the chest with a **Revenant Armor**.

Return to the central area, heal and save, and once you're ready you can go north through the main doors. Of course, once you do so we will have a boss to fight. You knew it was coming! Let's do this!

BOSS FIGHT: ROMAYA THE NECROMANCER

This is a fun boss fight. Romaya is a beefy boss despite being a mage, but more importantly we are going to be facing a true Necromancer.

First of all, note the **Bone Pile** and the **Flesh Pile** here. Romaya will use these to make enemies for you, including some Revenant Enemies and some Gulgul enemies. Now, the Revenant is definitely harder than the Gulgul (especially since the Gulgul can help you or mess around) so the Bone Pile is probably the most dangerous pile here. Still, note that you can both target and damage them and that when Romaya uses them, they also take damage.

That being said, you can really do some good "area attacks" here since the piles of stuff, the boss, and the summons can all be hurt at once.

So, aside from the necromancy and the piles of... materials... Romaya is just either going to do regular attacks where she summons and throws a giant eyeball at you, or she's going to do a gigantic charge attack.

The good thing is that these charge attacks often take her 4 turns and you have the ability to cancel them pretty easily if you wish... however, for the first couple you should probably consider eating the damage and focus on killing the material piles if you can. One heal after big group damage will negate her attack (or one group heal item), and you can take out her summoning capabilities. Worth considering.

That said, read up on the moves below, stay healed, and take this Necromancer out (or at least make her reconsider fighting us further!).

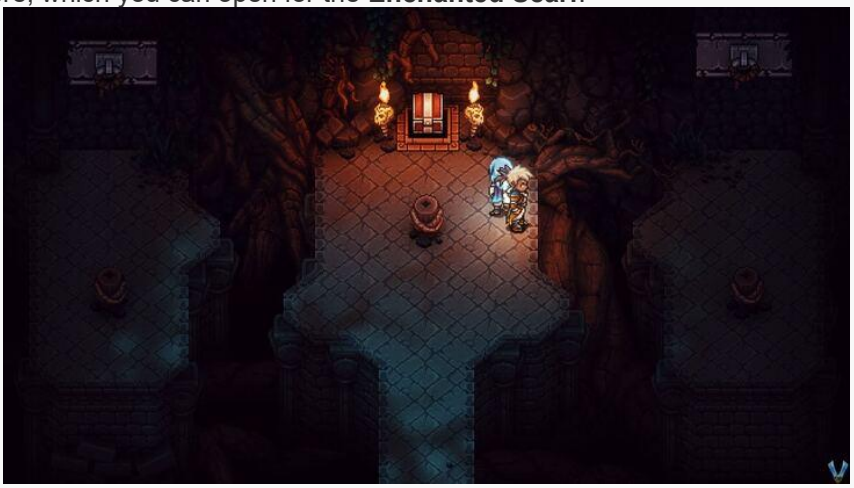
Romaya's Moves:

- **Eyeball Throw:** This is the Necromancer's normal attack. She'll summon an eyeball (or create one) and throw it at you. Block when it hits to reduce damage.
- **Necromancy: Bone Pile:** Well, this bone pile is what Romaya will use to summon Revenant enemies. You can target it to do damage. It is the more dangerous of the two piles of materials, so focus on it first.
- **Necromancy: Flesh Pile:** This flesh pile is what Romaya uses to make the Gulgul enemies. They are, as you know, a complete wildcard when they are out on the field. Not as dangerous as the Revenant.
- **Felfire Rain:** This is Romaya's charge attack. Don't get me wrong, it hurts. This will deal 30 damage to everyone in the party and that's when it is blocked so you are facing 60 damage to everyone. You should have time to break this, but keep the strategy up above in mind and make sure you are healed up whatever you end up doing!

After the fight, we will end up getting the **Soul Stone** item that we came for... and after that, we will get the **Green Flame** item we need to leave, even if we utterly piss the Necromancer off. You'd think she'd be a bit nicer if she thought she was close to death and all. We also get an achievement here, which is nice!

Exit the area now and talk to the Gravekeeper on your way out. He'll be helpful and shows us the exit out of here. Go ahead and follow it. We'll get a **mushroom** patch and some **potatoes** on the way, but make sure to jump into the water to find a stash with **Shrimp x3**.

This path leads back out to the first area. However, you want to follow the stumps to the northeast / northwest to get to a new room that we couldn't get to before. There's a very east puzzle in here. Use the grappling hook on the left and right hooks here (you have to be fast when moving between them) to spawn a chest here, which you can open for the **Enchanted Scarf**.

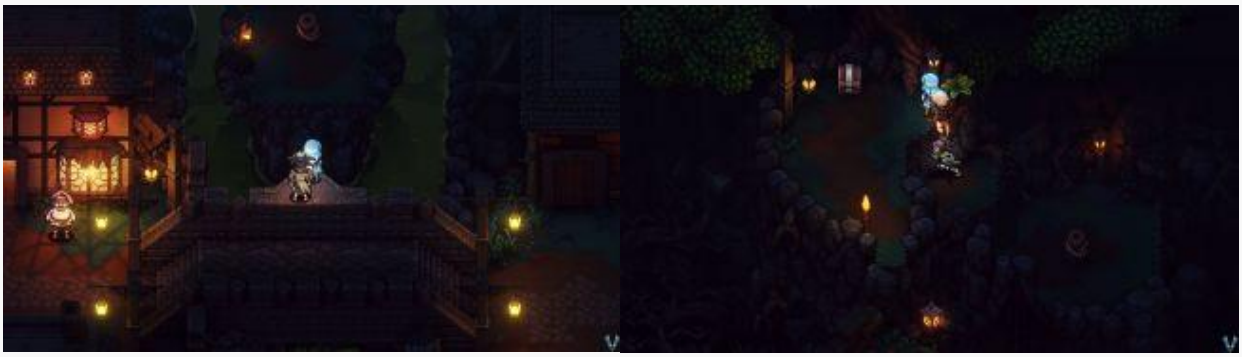


And... that's it for this area. Go ahead and talk to the Ferryman and head back. We'll get several scenes here as you would imagine. Enjoy!

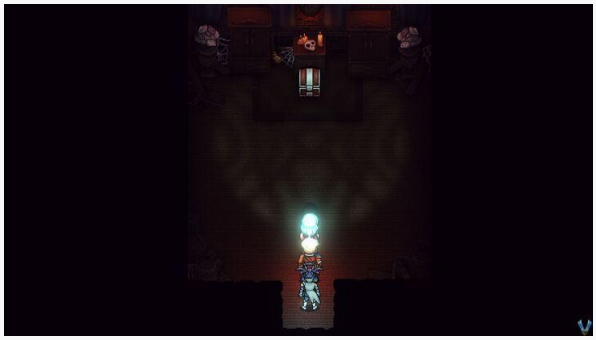
Soon enough, we'll meet up with our Headmaster and tutors. It seems we beat them here by a few days. Better early than never I guess! They'll hear of our adventures and soon the Headmaster will tell us to talk to him when we're ready.

This should give you a chance to go shopping if you wish. Let's go grab a chest really quick.

On the eastern side of the village is a bridge. Jump on the edge of it and use your grapple to move through the area until you reach the northwestern corner. You can find the chest here with **Obsidian Ore**.



From here go south across the gap and enter the roof of the inn to find another chest, this one with a **Turbo Cookie**.



Remember that little pirate in the northwestern corner? Go to him and give him the cookie. You'll have to fight him. He's a normal enemy so deal with him and he'll thank you and tell you to check his grave. It's the one in the corner. Check it to find a **Shed Key**.

With this key we can actually start a little sidequest so let's go ahead and link that down below.

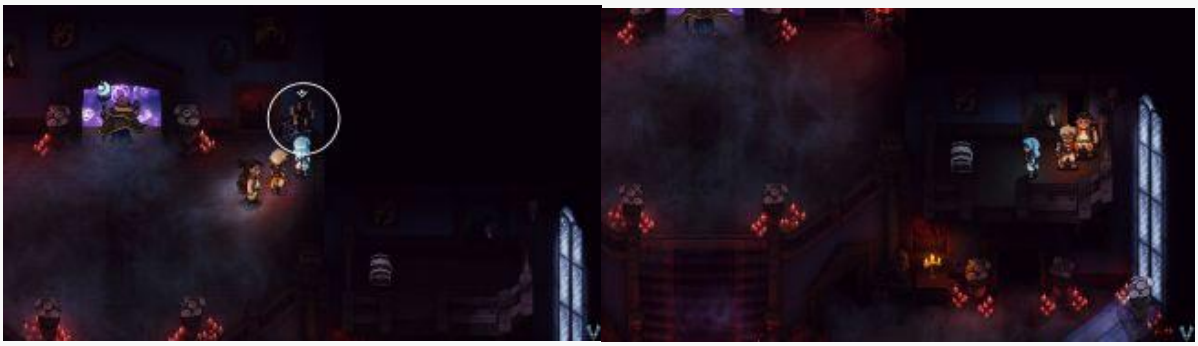
- Quiz Master (or pg.250)

Haunted Mansion

Enemy	Treasure list
Spellbook	Obsidian Ingot
Waltzers	RECIPE: Mooncradle Fish Pie
Boulbe	Spectral Cape
Woodland Spirit	Rainbow Conch
	Music Sheet #2

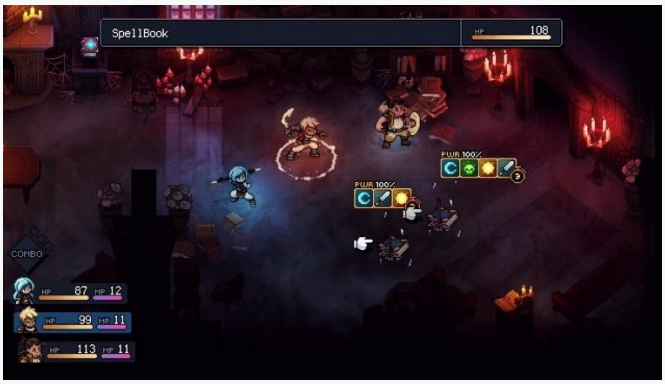
OK, as we arrive at the mansion the Headmaster will channel the Solstice Powers and clear the outside area of mist. We'll then head into the mansion itself (which is definitely misty still as you'll see) and the Headmaster will divvy up who is going to do what. Our job is the Ballroom and Garden.

Once you gain control, go up the stairs where the Headmaster is, and check the candles to the right. This actually lights them and opens the painting. Take the secret path here to the chest to the right for an **Obsidian Ingot**.



From here, jump down and go into the room nearby (the other room leads to the basement... the characters won't bother going this way). As you enter this new hallway, Serai joins the team again. The game will tell you how to switch party members out, but the bigger note here is that you can switch people out **in battle** and they even get to take **that turn** in combat as if they were in the party already. This lets you make sure low-HP people have a chance even without healing and lets you use skills and abilities at a moment's notice.

Head to the next room and fight the enemies here, the **"Spellbook"**. This thing does various spells against your party, and has some decent health to it as well. Bah... still, vulnerable to fire and you can burn them down. Even better, once this room is cleared, you can talk to the ghost here who turns the room into a **Camp** and we can heal and **Save** as well, so that's a free fight.



Continue on into the room to the right. We'll fight a new enemy here: the **"Waltzers"**. These dancing ghosts will shoot slow pink fires at you. Tricky to block due to how they curve in at you. Plus, that fire does a lot of damage. Ugh. Talk to the Ghost afterwards here for a tip about the "torch left of the fireplace". Go check it out now to find a secret passage. Go ahead and follow it to find and hit a switch, which opens the door below. Hit the ladder here, go down, and enter the new room.

Head north here and we'll end up fighting some more Spellbooks soon enough. Once you kill them, get the chest to the right for the **RECIPE: Mooncradle Fish Pie**.

Talk to the Ghost here and she'll want something from us: some sort of weird sandwich. Huh... yeah, that's weird, but this is an item we'll have to make for her. Note that there's also two piles of **meat** on the table. Grab them and head left into the kitchen.
In here is a note with all the ingredients we need, as well as all of the ingredients around on the counters. Here's what you need:

- Hepar: 2 Parts
- Dust: 4 Parts
- Sugar: 3 Parts
- Rust: 1 Part
- Dreadbread: 2 Slices

Follow this formula and you'll make the **Master Ghost Sandwich**. Go give it to the girl and we'll get a bonus of **100 Gold**. She'll open the next door for us as well, and tell us to "Crown the King" to continue on.

Enter the next room and get ready to fight two groups of enemies: one to the left, one to the right. The left group is much harder, so keep your HP up. Once you take the enemies out, the fog will clear and it spawns two Ghosts in here. You can talk to the ghost on the lower level for... not much.

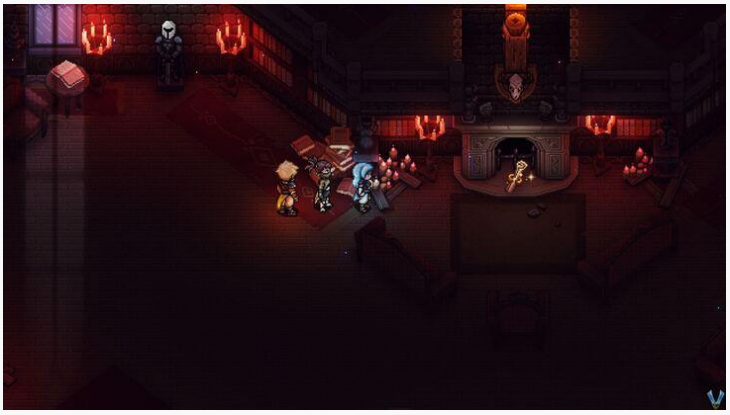
To the right down here is a statue. This is a king wearing a knight's helm. Take the **Knight's Helm** from him. Head to the left now and look at the lower bookcase. The one sparkling. Interact with it to pick up the **Question Pack #3** from the bookcase. Every other bookcase is just dialog, for the record.

Go north now and put the knight's helm on the knight and then go up the ladder. Head left up here and get the **Crown** here. There's another ghost here but once again the ghost doesn't add much. You can go right on this upper walkway using your grappling hook and even move to the far right so you can kick down a ladder here. Go ahead and put the crown on the statue here and we'll open up another puzzle in the middle of the room.

So, we have a puzzle now. The middle picture in the room is the solution, and it revolves around making the skulls on either side of the room match the picture. So... Here's the answer!

- **Left Side Skulls:** Bird, Ant, Human, Horns
- **Right Side Skulls:** Horns, Human, Ant, Bird

Doing this will unlock a scroll down on the ground floor. Hop down to get it for a new combo attack: **Zale and Serai learned combo skill X-Strike**.



Go through the door by the King Statue now and we'll end up heading down some stairs. It's a little hard to see, but you can use the wall to climb up here to the platform, then you can use your grappling hook from here to continue on. Be sure to use the wall to go down immediately to find a chest with a **Spectral Cape**. Only for Garl and Seria, but worth equipping.

Continue on to a new room. Here you can head south and break the wall for a shortcut. This leads back to the room with the camp / save combo, so go ahead and use it (very nice!). Heal up, save, and head back to the previous room and continue to the north.

Head to the north and we'll have to fight two fights in the next room, but doing so reveals a door on the left at least (note the creepy girl on the chair here... we haven't found a way to talk to her).

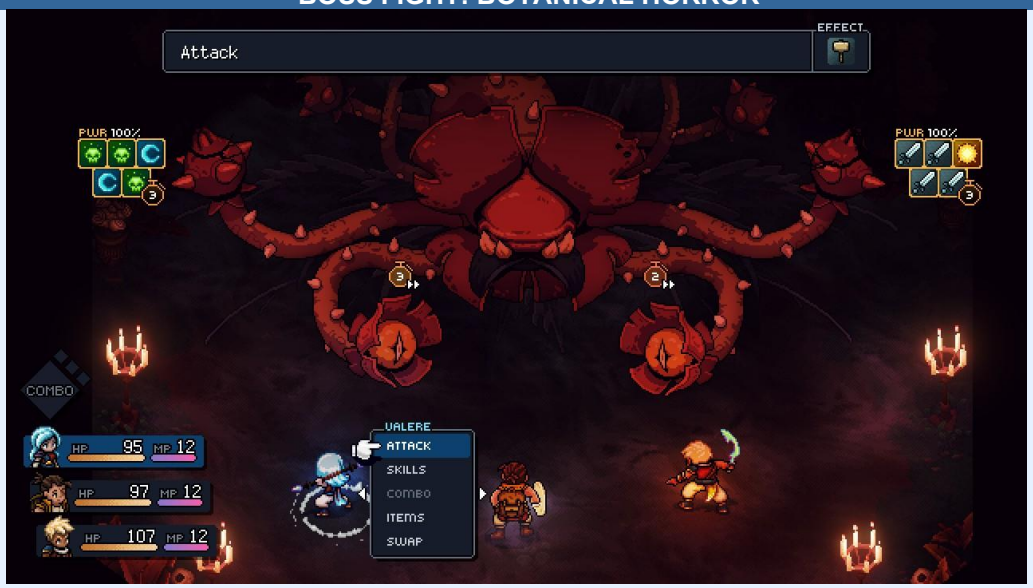
This path does lead outside though, to an area with a ton of food (grab the **milk** and **meat** on the table) and then head to the bottom left area here. Interact with the urn over here to open up another secret passage, leading to a chest we had to skip earlier for another **Rainbow Conch**.

Head back and now we'll have to take on the hedges to the north. Believe it or not, the "Boulbe" enemies from earlier are in the mansion as well! We'll need to kill a couple of them, but first you can wander around the maze to pick four bushes of **berries** and get three helpings of **eggs**.

After that, make your way to the northeast corner and we'll fight a Boulbe enemy with a Woodland Spirit. Easy to take out. Head to the northwest corner after that for another fight with a second Boulbe enemy.

This will open up the way to the main door in the center. You can guess what is coming! Be sure to heal up and save here, then head inwards to face the Botanical Horror...

BOSS FIGHT: BOTANICAL HORROR



This is a fairly easy boss fight, but man this boss looks awesome right? So, there are four limbs here and the main "flower". The flower is what we want to damage, but we must take out the limbs first.

Despite there being four limbs, the two on the top are the same (as are the two on the bottom). The bottom ones are just called "Bottom Flower" and when it is their turn to hurt you, they will often plunge into the ground and pop up at you. The top ones are "Top Flower" (yeah...) and for their part they will try to shoot quills down at you (fairly easy to block).

The key to this fight is to reduce and then kill all four of these flowers at the same time. That means targeting the upper flowers with individual attacks, and then when they are all lower on health, have your party do hit-all attacks (everyone has at least one of those by this point... well, except Garl).

The thought behind this is that once you take them all down, the middle flower will be vulnerable and we can damage it for several turns. This is good news for us. However, the Horror will eventually **resurrect** the limbs, but they only come back at half health. At half health, you can use another hit-all attack and then follow up if needed to make the middle flower vulnerable yet again.

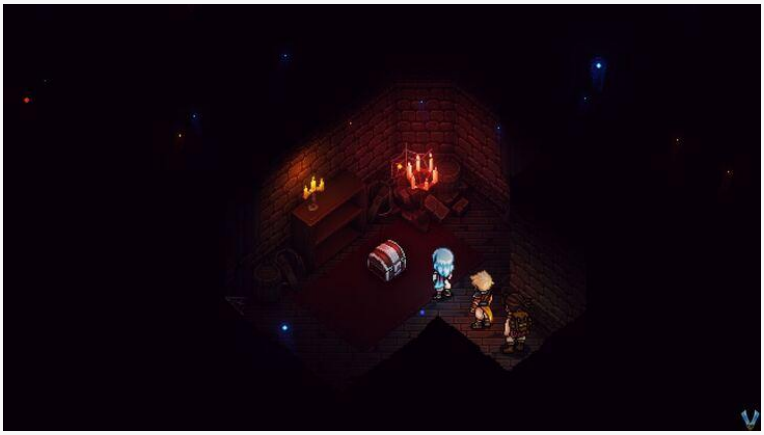
Using this strategy, we were able to do this boss fight without even needing to heal a single time (we told you it was fairly easy!). Also note that this guy is vulnerable to fire, but you probably could have guessed that since it is a plant and all.

Check out the (very few) attacks below and let's take this thing out.

Botanical Horror's Moves:

- **Ground Flower:** This move is the one the Bottom Flower enemies use, where they basically dive into the ground, wait a couple seconds, then pop up at you. You want to block when they emerge. Harder to do than the other attack below.
- **Quillshot** This move is the one the Top Flowers do, and is actually named. Here, you'll see two sets of quills rain down on the party (hitting two different people). A bit more damaging, sure, but this is also a much easier attack to block as you see the quills fall.

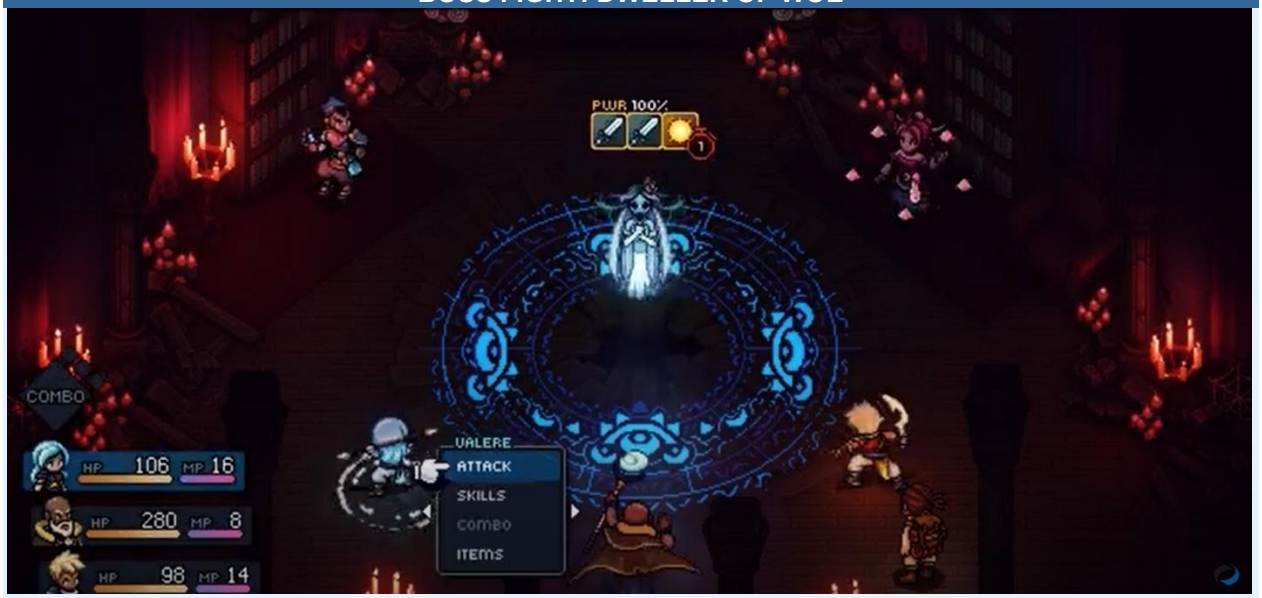
After the fight, leave and Serai will leave us. Bah... ok, well, head to the left and we can get into the room to the left of the Camp now, which has a chest with the **Music Sheet #2**.



And that's it. We need to head to the Headmaster and meet up with the rest of the group. Save and do so. We'll get a number of scenes here of course, and soon you'll be in another boss fight with the **Dweller of Woe**.

Headmaster Moraine
The rune I prepared will force the Dweller of Woe to materialize. I will have to maintain focus for it to be vulnerable.

BOSS FIGHT: DWELLER OF WOE



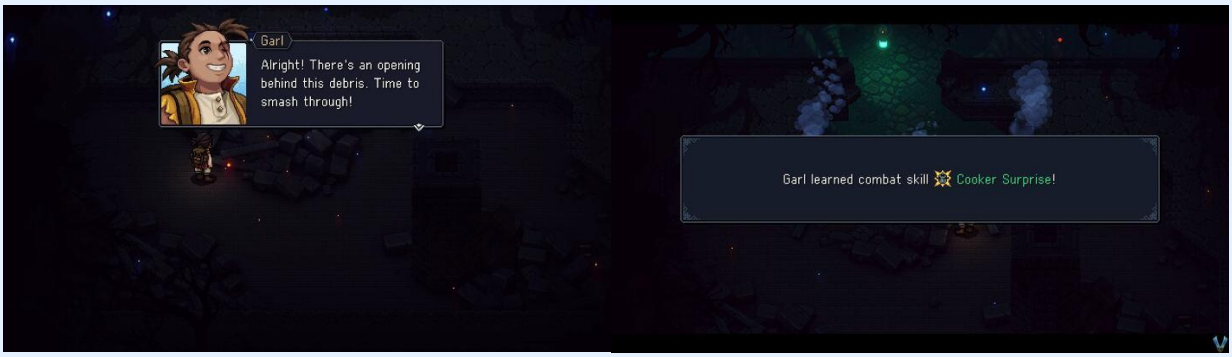
Well, here we are! This is what we came for, and this Dweller looks... well, that's a look alright. So, this boss fight has a bit of "story" in it, but we'll come to it.

For this fight though, as you'll see, we are controlling the "Headmaster" here. He can heal everyone, but can also **"focus"** and let us do more damage. I usually just pick that option. Oh, it helps that our two mentors are fighting here too. They will mostly just deal damage, but can heal the party as well... which honestly, makes this fight **a bit** of a "story fight". As in, you can't really die here. You definitely can of course, but you have a safety net in other words. Still, before you even likely need to worry about it you will likely have combo moves to heal everyone.

For the first part of this fight, simply attack and use Skills once you have them. You'll see any moves with a **boosted** attack or any of your skills definitely do the most damage here.

Still, this first part is kind-of a warm up. The Headmaster will notice we need more **light** in this room and he tasks Garl with opening up the roof. Huh...

OK, so we'll control Garl mid-fight here! Very unique! Head south, climb the ladder, and examine the roof. You'll eventually find a place to target to let in more light, and Garl will put some ingenuity into this effort and we'll be told **Garl learned combat skill Cooker Surprise**. This is great!



Soon, you'll be back to the **Second Phase** of the fight, and the Dweller will change forms. This is undoubtedly awesome. Very cool!

We have more of the same attacks here, so be sure to read up on them below (Spectral Scythes in particular hits three times, so be ready). You may need to heal more here, but more often than not your Headmaster should be able to focus. Don't be afraid to heal instead of your mentors though as they'll just attack otherwise.

Just like before, heal when needed, block when you can, and the four of you will pour on the damage. Skill and boosted attacks are what you want here. Keep at it and soon this Dweller will fall.

Dweller of Woe's Moves:

- **Pain:** This move is a hit-all move that radiates out from the Dweller. Try to block to reduce damage of course. A cool-sounding name at least.
- **Spectral Scythes** This move changes based on the form you're in. At first it's just a single scythe, but later on it is three in a row that hit every party member. Block on hit, as usual.
- **Possession** This move is unique and can change what the attack is, as the Dweller can posses any party member and then have them use an attack against you. You may need extra healing after this for a single person!

After the fight, you will of course get an achievement:

There will also be a **lot** of scenes here. Some very plot-conscious scenes as you finally seem some significant development with "those four".

These scenes are crazy, and we're even treated to some animated scenes as well. A very welcome addition! Enjoy the scenes as you see what their choice as wrought...

We'll end up back in town of course, looking after the Headmaster. We'll come up with a plan, but for the immediate concern, we have to go back to Brisk. Those people need help as soon as possible!

Once you have control, you can talk to Yolande to head back to Brisk! We'll cover that in the next section though. See you there!

Brisk in Peril

Enemy	Treasure list
Strife Minion	

Well, we've got to save whatever we can of the city! It's time to fight these minions!

All the fights you're going to be doing here are against these **"Strife Minions"**. It's definitely worth knowing that they go down way faster to skills, or boost attacks than to regular attacks. You'll need that too, as their HP is up there. In fact, it will usually take two boosted attacks or skills to take them out (unless you are using multiple boosted orbs). Knowing that though really makes these fights manageable, so use your skills and boost a ton!

I'll also note that the orbs these minions put down (and explode for area damage later) can also be targeted by multi-hit skills. It's a good HP saver here if there's a couple orbs out to use something multi-targeting to damage the minions and the orbs all at once.

Take out the first minions and talk to the villager here. He'll go off to the right, where the pirate crew is. They will "protect" people while we patrol the village. One saved! Note that there is a merchant here as well.

Item Name	Cost
Scrimshawed Sword	72G
Osseous Staff	68G
Bone Armor	43G
Spectral Cape	39G
Tomato	1g
Potato	1g
lettuce	1g
Grains	3G
Meat	3G
Hearty Stew	28G
Herbed Filet	7G
Chaudree	10G

NOTE: saving people around here will net you a dish from each. If you're maxed out on food (10 total) then the ones you get will be discarded. If you have one that's the same or "worse" than what you're getting, feel free to use it before taking the meal.

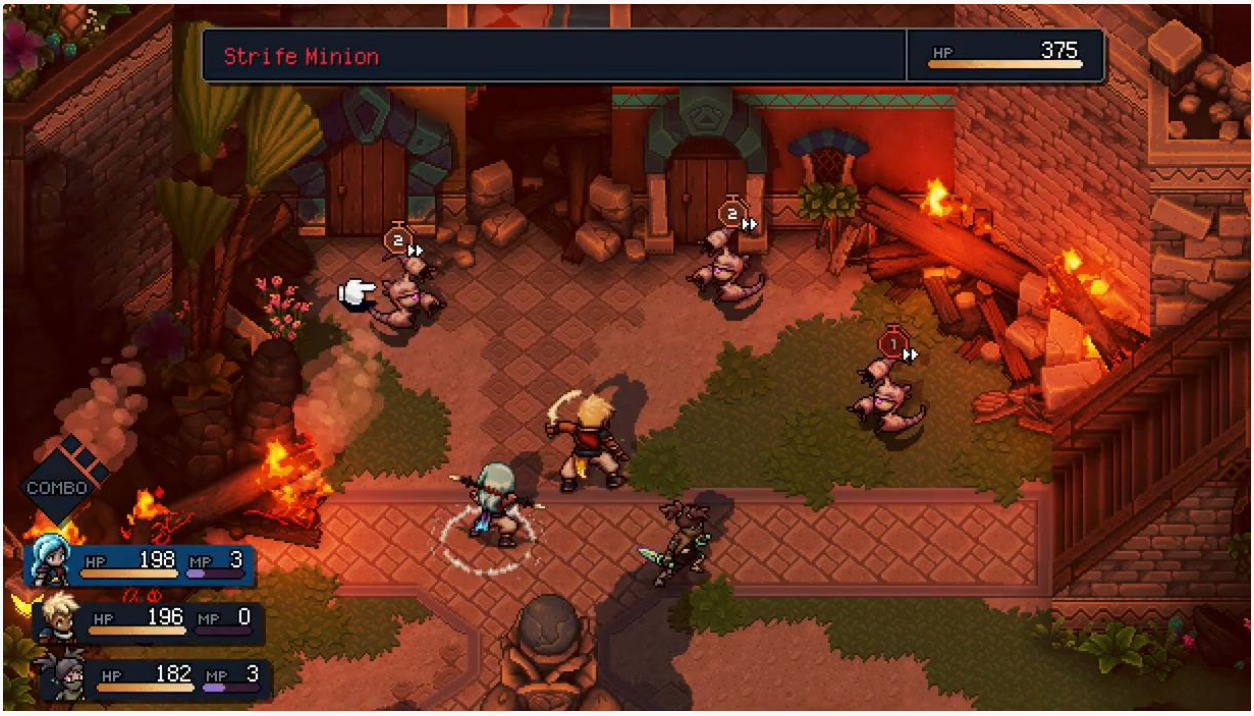
We'll have to go right here and you should see a poor woman trapped in a house on the way... Try blowing the box here to the right with your wind power. This will free the box and net you a **Basic Salad**.

From here, we'll have to continue right and swim our way to the Inn. Go inside here and there's some more minions to fight (trying to get to a civilian). Kill them both and we'll save the woman in here. She will give us a **Tomato Club** as a reward. Nice of her.

Go further inside now and use the ladder to head up to the roof of the Inn. You can use your grappling hook to continue to the left once you're up here. From there we'll have to climb to the top of a house and blow down a block up there (to the left), and then continue to move it along the pathway to climb up to the north (using it as a platform).

There's a third minion fight once you get up there. Use your skills and boost attacks to take them out, then note that there is a **hole** up here you should jump in to reach the man who was trapped below. You can move the block with your wind power to rescue the man. He'll give you some **Mushroom Soup** as a thank you.

Continue on to the north for another fight. There's THREE minions this time, so a tad harder. Not too bad though, especially with the tips we've given.



Once you take the minions out, go up the stairs to the northeast for a scene. We'll end up back to the south with the pirate crew and the city's survivors. We will have to think of a new plan for the people here, as some want to stay and rebuild while others want to leave and start over.

That would require a ship though. One we don't have. So... how about we reclaim the Vespertine? That was always the Pirate's goal anyways, right? We will be told to talk to the captain when you're ready.

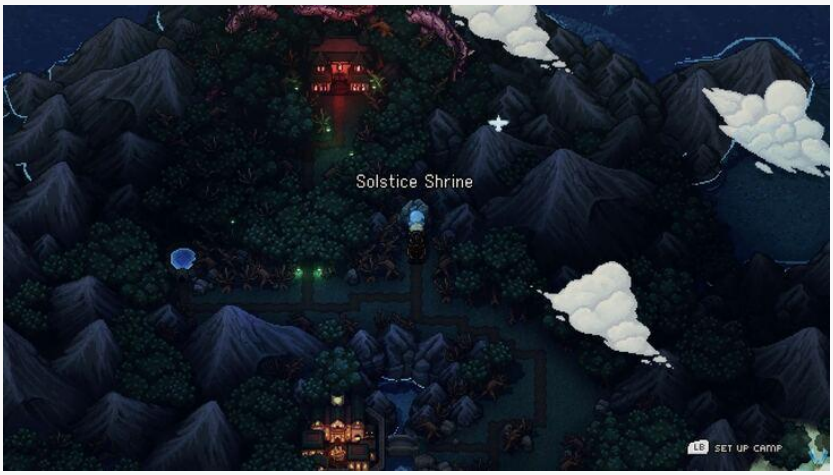
HOWEVER!

Before you do that, we can make a little side trip to get some items. Just follow the guide to do this of course, but note that we can go **back to Wraith Island** by talking to Yolande. We have an area over there we're going to cover next. We'll see you in that section (it will be short and quick)!

Wraith Island Solstice Shrine

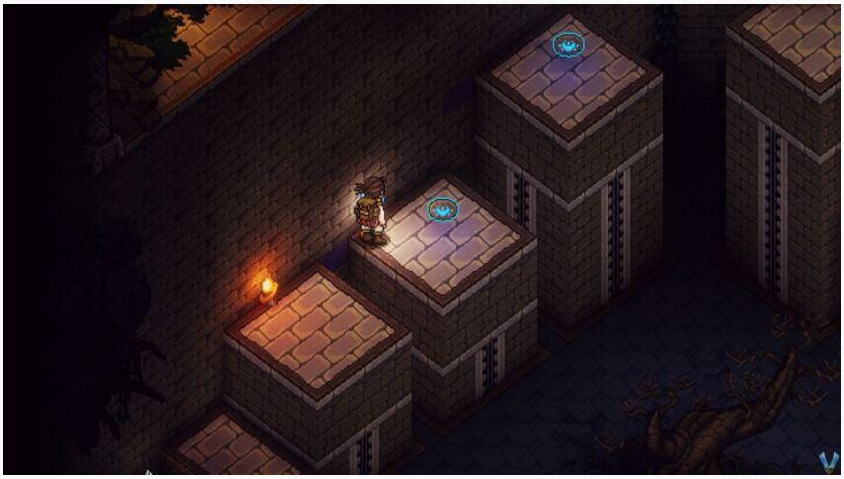
Hello there! If you're reading this section, you should have just arrived here from Brisk. Notably, you had Yolande take you back to Wraith Island.

The reason for coming back here is due to our inability to explore this area earlier (now that we have a grappling hook). So, now that we can, we want to go to the Solstice Shrine east of Cursed Wood.



Once you're here, you can use your Grappling Hook to enter the shrine itself. This is a giant puzzle, so follow along and we'll solve it.

Head to the right first. Notice the three ascending platforms. Jump on the lower one and note that it raises the platform to the left and locks in place (all the platforms on this side raise the left ones). Head to the left now and you can obtain the **Solstice Key A**.

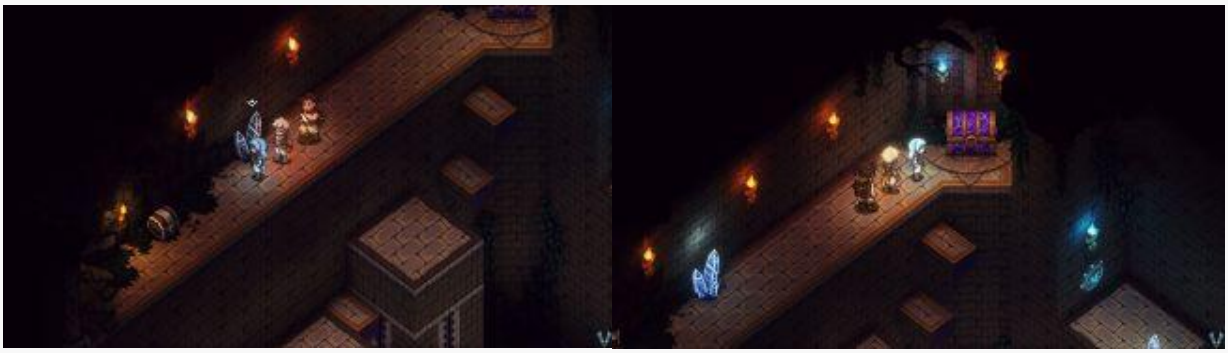


These keys will be important. Go put this one in the slot to the right wall, which makes platforms for you. Use these new platforms to get up to the chest for a **Shimmering Staff**.

Now, go ahead and jump on the upper and middle platforms to lower them all. After that, from the ground floor, take the key out and then use the switch to raise the platform on the right. This will lower the platform on the left. Head to the left now. See the key hole over here? Put the key in and then go back to the right and lower the lower platform. We can now get up to **Solstice Key B**.

Excellent! Now, go put that key in on the right side, take the "A key" out, and use the platforms on the right to get to the top. Put the "A key" up in the hole up here! Jump down now, take the "B key" out, and go put it in on the left.

Now make sure the lower right platform is all the way down now and we can now take the steps on the left all the way up to the top. That's it! You will get a **Shimmering Sword** up here as well as the **Solstice Sash**. We also get a little scene of a door when we get that Sash... Could this be an entire Solstice Warrior equipment set?



Either way, that's the end of this small section. To continue on, we need to head back to Brisk and talk to Serai when we're ready to continue the main story. We'll see you in the next section!

The Vespertine

Enemy	Treasure list
Melee Matey	Map
Ranged Matey	

Oh man, what a section! If you're here, we're moving on with the main story and you should get a scene at the nearby cliffs with Serai and the pirate group, talking around the fire. We're waiting for dusk, as you can see, but soon the time will come and the Captain will have the crew leave to look after the town. Here, Serai changes to her "true" self and expects a reaction...

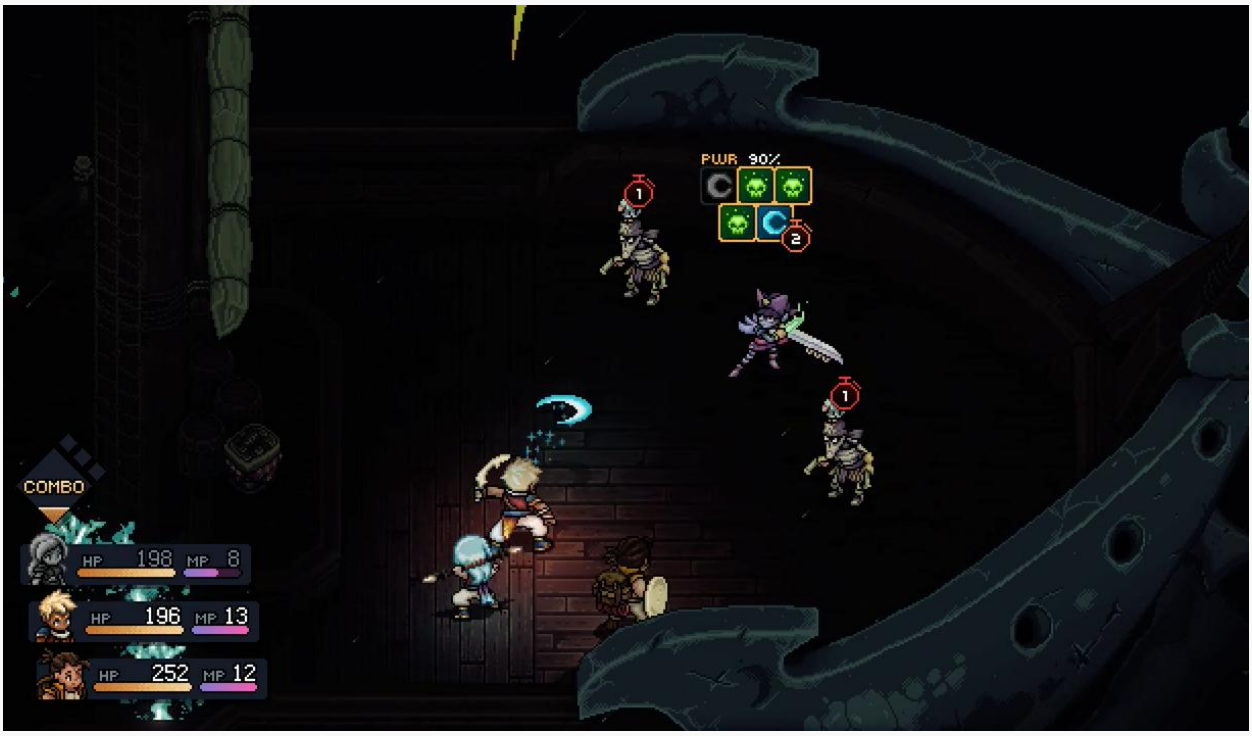
Well then. Yeah, we already knew. She's clearly helping us though, so everyone is on board. At the next lightning crack, we'll jump to the ship and enter the **"Sea of' Nightmares"**.

We'll get some scenes here as we land and get transported away. Soon you'll be introduced to "Hortence". After some talk, she'll help us with tips on how to beat **"Stormcaller"**. We need to take down three lightning rods apparently. First though, Hortence wants her map which is "in the kitchen past the crew quarters". Sounds like a plan.

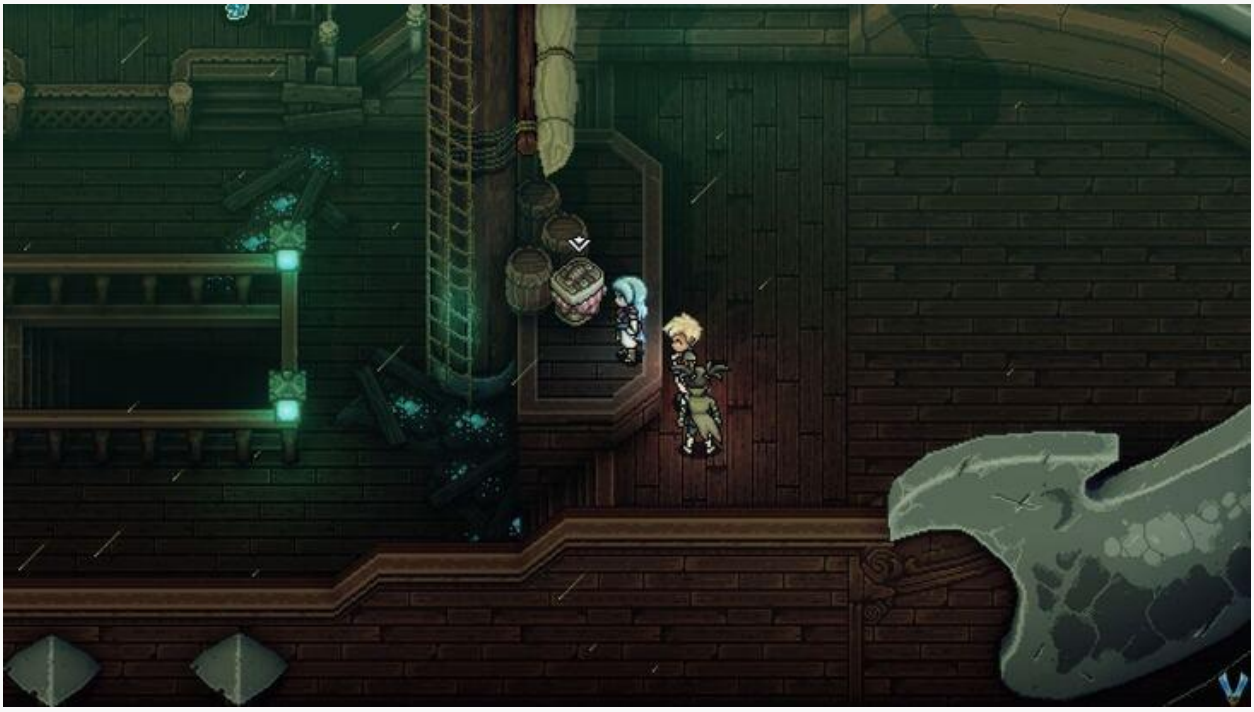
Hortence
Either Stormcaller gives up, or I let The Vespertine sink, and by the looks of it neither is happening anytime soon.

Now, you'll notice there's fire everywhere (soul fire) that will hurt you if you touch it. It blocks our path too. Head to the left and climb the rope on the mast here, the head right along the rope and jump down. We'll fight our first enemies here.

These enemies are "Ranged Matey" and "Melee Matey" enemies, and you can probably guess what their attacks are. The Melee ones seem more dangerous with their attacks, while the ranged ones just shoot at you. Still, the Ranged Matey is weak to moon attacks while the Melee guys are weak to sun attacks. Use that knowledge to help yourself out.



Kill them all to get rid of all of the Soul Fire on the deck of the ship. We can then get the picnic basket from the left for a **Chaudree**.

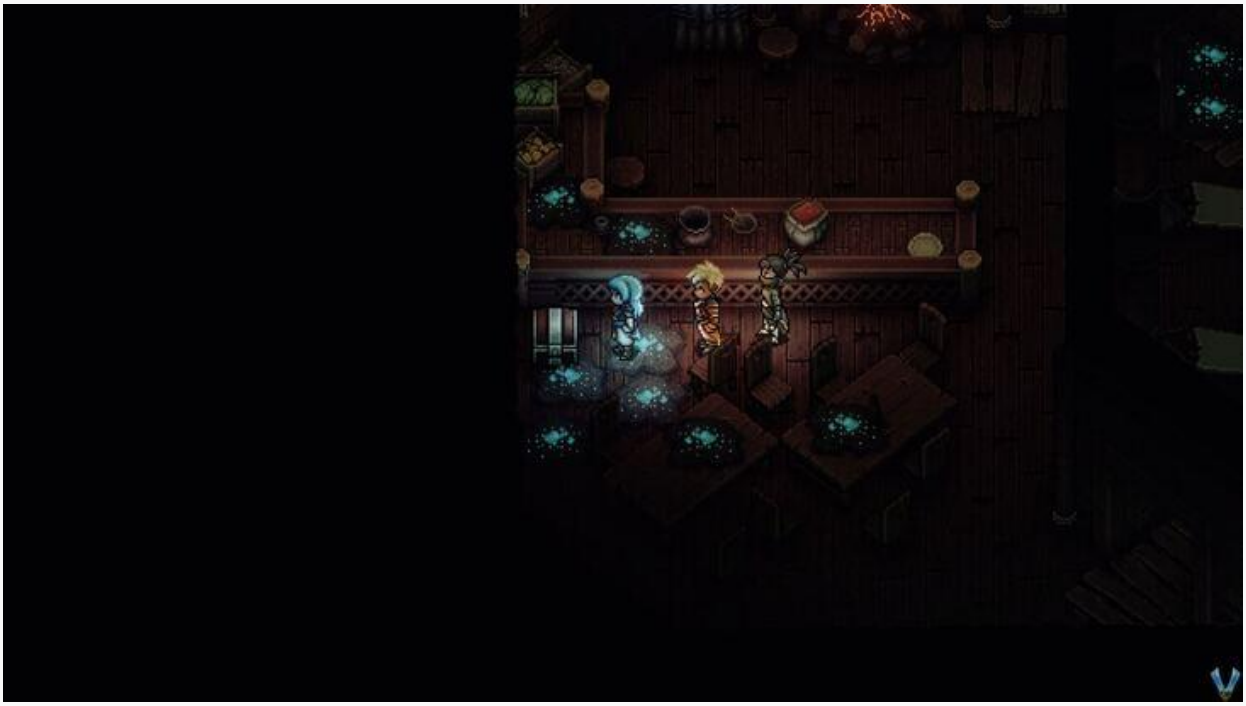


From here, you can go to the left now (go to the very left) and enter the Captain's Cabin. There's another

picnic basket here we can open for a **Hearty Stew**! In fact, you can continue to the left to go back outside and find a **third** picnic basket to get a **Mooncradle Fish Pie**. Nice!

Head back to the main deck now and go below deck to continue. There's a total of three fights down here. There's the one in the middle of course, but you can also fight a group of melee pirates to the left and then a group of ranged pirates to the right. Melee is harder of course, so watch that health! We can heal soon, so try to save on items.

Once you take them all out, the Soul Fire will disappear down here as well, letting us loot in peace. There's two picnic baskets down here too: one to the far right with a **Mooncradle Fish Pie** and one in the center for another **Hearty Stew**. Can't complain about that! Head to the far left now and open the chest here for the **Map**, which is what we came down here for.



You can also use this area to Camp out, Cook and Save, so be sure to refresh yourself here.

Head back to Hortence after this and give her the map. We'll be sailing the ship next to go to three different islands for the Rods, as she mentioned earlier.

Try messing around sailing the ship at this point. Notably, you can look at the map to see **three** islands. That is our goal here.

We may as well start with the lower-left one. Let's do this!

Maelstrom Point

Southwest Island

OK, as you enter here, head north for a **Save Point** and a Camping Spot. Heal up if you wish. Just north is the crystal. We want to smash them all actually, but we can't reach them. Just north of the crystal is a monument with some holes in it. Yep, we're going key-hunting.

Our keys in this case are **Cursed Doubloon** items. There's six in total on this island.

Start by going to the right. You'll see a blowing coin up on a palm tree. That's one of them. To get this one, we have to do a short puzzle. To do this, blow the **left box** to the south with your wind ring. Now, blow the **right** box to the left, then up, then right, then down. This hits the tree and drops the coin for **Doubloon 1/6**.

Now, head to the south from here. There's another one by some enemies. Get ready for a fight. These are the same foes as the ship, so nothing new here. Take them out and we'll get **Doubloon 2/6**.

From here, head north back to the puzzle and continue to the north. This path leads to some hopping to the left, taking you up to what looks like an old outpost. **Doubloon 3/6** is up here but there's another fight, so be ready.

Next, jump into the water to the left. You can swim and follow the "wall of ships" counter-clockwise. Do this and soon you'll see another small island with **Doubloon 4/6** just sitting there. Easy!

From here, head southeast a bit to land where another fight is waiting for you. Not hard, but you can always go rest afterwards. Same enemies. Be sure to follow the land here to the left after you beat the enemies here for **Doubloon 5/6**.

Only one left. To get to this the best way, head back to the crystal island, then go to the northwest corner. There's a path leading out into the water here. Follow it and climb up to cross a piece of rope, then follow the path here to get higher and head left again. Drop down and you'll find **Doubloon 6/6** sitting right there.

Now we simply head to the crystal and put the coins into the monument. This raises up **two stone walkways** that we can get up on and use your Grappling Hook to break the four small crystals. We'll see a scene once you do and we'll see that we're about 33% done with our job!

OK, head back to the ship and let's hit up the next island!

Southeast Island

This island is fairly similar to the other one, but a bit easier. There's a big crystal to the north, again with four smaller crystals surrounding it. Note that just to the right you can get a **Save Point** and a Camping Spot. So easy to rest after fights here.

Speaking of fights, just to the north is our first one. Two enemies, they are still the pirate foes from earlier. Kill them, climb the center area, then go right. To the northeast here is a switch we can hit. Do so to raise a platform just to our south.

From here, head south to the platform, but just to the left you can destroy one of the smaller crystals (remember to use your grappling hook). After that, we can use the platform we raised. This lets us go down and get into another fight. Take these enemies out and then we can simply break the other right crystal here. Halfway done already!

Head back to the north and go left this time. You can follow this direction south to destroy the third small crystal. Too easy, right? From here, take the north path to wrap around and hit a switch. We can now go back and use the Grappling Hook to get into the last fight here. Win this fight and you can break the fourth small crystal.

Another scene will show you we've gotten closer to our goal. Time to heal up, save, and get back in the ship. We make for the last island!

Northern Island

OK, last island. Probably... Head north here for a **Save Point** and a Camping Spot. Head to the northeast now. We'll see some crystals high up. For now, follow the path to the right, then north, walking along the log. We'll climb up and go left, getting on higher ground.

Take the lower pathway here and soon you'll be stopped for a fight (enemies jump down from above). Take them out. This is a tougher fight, and if you want, you can drop down and heal from here and climb back up (handy).

Continue to the left now and we'll pass another crystal. We'll get them soon enough. For now, go left, follow the path (stay out of the water) as you climb up and use your Grappling Hook to shoot yourself to a net across the way.

Climb up here and we'll get in another fight (an easier one). Take the enemies out and head right, crossing the rope and making your way up to the higher area where the main crystal resides. From here, you can go onto the southeast platform, use your grappling hook, and destroy one of the small crystals. Head back an use the small walkway southwest of the big crystal to destroy another one. Halfway done, once again!

Now, we simply head to the northwest. You can get higher up here and break the final crystals. Easy. As usual, we have a scene afterwards. Head back to the ship!

Only the center island remains. Let's go there now.

Central Island

Time to face Stormcaller. First though we have to trek to the top of this area. Not hard of course as this is a very linear area.

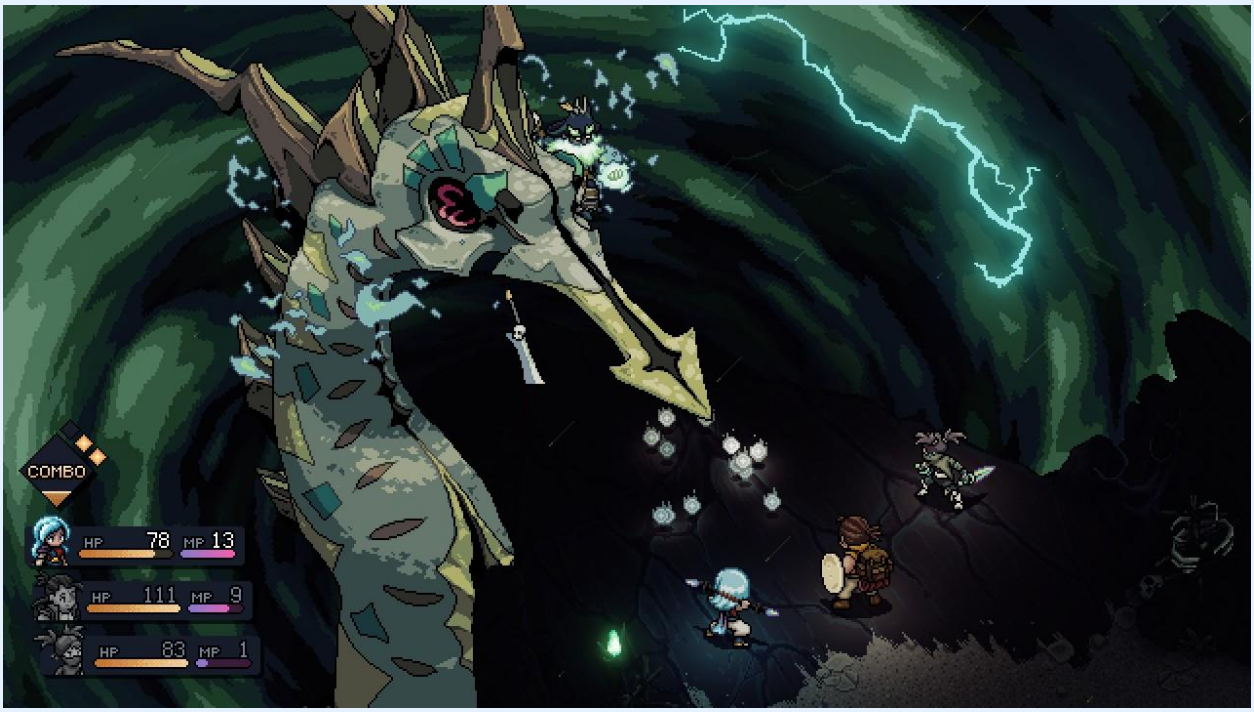
Trek up to the top and you'll find a **Save Point** and Camping spot. Definitely save here. For the upcoming fight it's a good idea to have several party healing items. The more the better.

Once you are ready, head up and left to the cliff to face Stormcaller.

BOSS FIGHT: STORMCALLER

OK, time to take on Stormcaller. This battle is not too hard, but not easy either. Its main challenge is the charged attacks. Many of them are just straight up impossible to cancel in the time given, which is going to result in party damage. Namely, the "Ruler of Tides" attack is going to outright waste your HP, requiring you to either use a group combo heal or a group heal item.

So... If you have enough healing items you should do OK here. We honestly only used one but we did use combos almost exclusively for healing. Lunar Shield also helps out here quite a bit. Even if you can't cancel charged attacks, do your best to take down as many locks as you can to try and lower his power levels.



And that's pretty much it. Huge party hits that require party healing. Just hope you don't get caught without combo healing too much. At the very least that "Ruler of Tides" attack has to be one of the best we've seen to date! Keep healed and take this corrupted pirate out!

Stormcaller's Moves:

- **Thunderslash:** This is Stormcaller's basic attack which is a welcome sight. He'll slash at someone and deal around 40 damage. Heal if you get too low.
- **Chain Lightning** This is one of Stormcaller's charged attacks. You may not be able to stop it in time. With this attack he'll shock our party and deal around 20+ damage to everyone (although that's on low power though).
- **Ruler of Tides** Now this is an awesome attack (with some great animation). This is another charged move, but as we said above, you likely won't be able to break this. Stormcaller basically falls back into the sea and comes back up on a dragon. This thing then breathes on you, doing 30-50 damage to everyone. Block three times to try and avoid damage (even if you can't see). He will either do this attack or a single breath for around 70 damage to everyone.

After the fight you'll get an achievement right away!

We'll also get some scenes afterwards, as you'll see, and the dimension we were in will seem to reject us. Good!

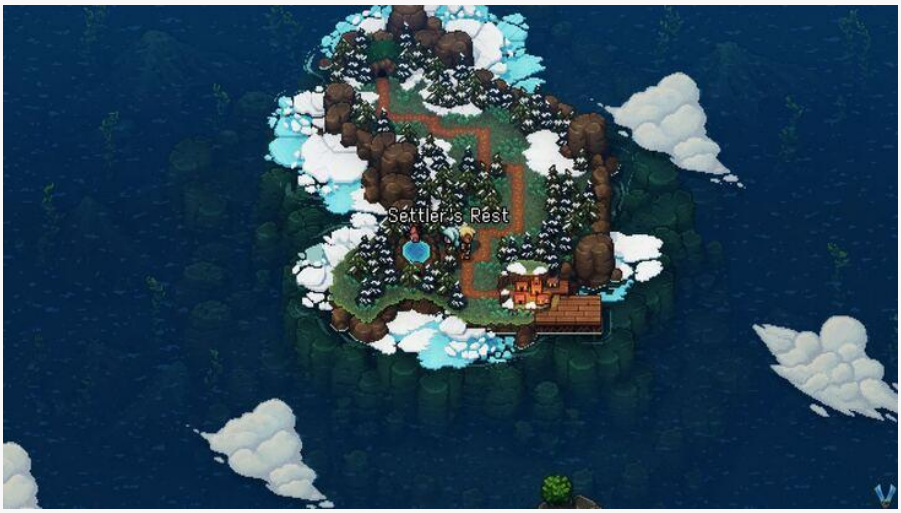
Garl will go see Hortence after this and she'll celebrate being free. Of course, we have some people to help... which she'll gladly oblige our party with her assistance. Enjoy the scenes here as Hortence talks with Serai. Even more secrets are being kept, it seems...

Talk to Hortence and we'll set sail with our group of villagers. You should head for the objective here (to the **northeast**) right away as even if you do explore, you can't disembark anywhere.

Enjoy the scenes as you exit on our selected island. Everyone will work together here to make a new home.

Very cool! Our own settlement! After a few days, things will really be going well! Soon though, a villager will come and ask us to investigate a strange site! We're going to save that for the next section though! We'll see you there!

Settler's Rest – Chapter 2



Well, time to check out the fishing hole near our new village! This place is called **"Settler's Rest"**, and actually has a couple of new fish! Hurrah! First though, note that there's no merchant or produce nearby. This area is pure fishing. This fish you can catch here are as follows:

- **Crimson Bass**
- **Hardshell**
- **Seakjaw**
- **Grass Haddock**

Of all these fish, the **Crimson Bass** is definitely a step-up in difficulty as you'll see. Be wary of your line going red here (don't reel it in when it is red) and only reel when you're in the sweet spot. He's definitely harder to land!

Also, look at the design of the **Seakjaw** fish. Hilarious!

That's it for this area! Continue on with the game!

New Beginnings

Welcome to the next section of the guide! We are combining a few things here. First up is the **"Ancient Crypt"**, but that area is more just looking around. After that, we'll get some scenes and revisit some old areas. Let's do this!

Ancient Crypt

So, the **"Ancient Crypt"** is an odd place. You should start this section by being forced to head up there from the village. This place is undoubtedly set up to remember Kickstarter Backers of Sea of Stars (or, well, BK assumes it is). Once you enter you'll see some scenes and meet the **Cryptwalker**. Zale will help him out and we'll see what the purpose of this place is.

So... if you don't want to browse around or don't have a code, there's not much to do here. Note there is a semi-hidden chest here with a **Rainbow Conch**.

And that's about it! Feel free to head back to the village once you are done.

We will get some scenes as we head back to the village. They are very sweet. Sit back and enjoy!

Once the scenes are done, you should have the **Coral Hammer** from the Headmaster. We'll also get some sort of direction here at least: **Watcher Island** and the "Lost City of Docarri".

The Headmaster will also give us the **Evermist Shrine Key**, which is the optional area we're about to head to.

OK, once you have control, talk to the large man nearby. This is **"Jirard the Constructionist"**. He wants building plans if we ever run into any!

There's not much in this village, but you should explore what you can anyways to find another **Rainbow Conch** on the roof of the main building.

On the way back to the ship, you'll also get a small scene and the message **Serai learns ultimate attack Vespertine Cannons**. Well then...

Evermist Solstice Shrine

Well then! Where to? Well, for now we want to head back to **"X'tol's Landing"**. This is the area we were thrown to back in the beginning of the game.

This basically means traveling back to the town of Brisk, riding the elevator up, leaving the Mole Outpost, and going back up the Coral area. It's not hard, just a bit tedious.

Still, he'll throw you all the way back to our starting island, and we'll be in the **"Mountain Pass"** area once again. Drop down to get back to the beginning. Notably though, to the northeast just near the start, you can use your Grappling Hook in order to reach a chest with another **Rainbow Conch**.

Also note that this area has the glyph we saw when we got the Solstice Sash! Keep that in mind! It's just below where the Elder Mist was.

Once you're out to the World Map here, you can visit the **"Solstice Shrine"**.

In here, we have a puzzle to complete. Like before, this one involves pushing blocks around so let's do this step by step:

- **Step 1:** Push the NORTH block - Left, Down and Right
- **Step 2:** Push the PURPLE block - North, Left
- **Step 3:** Push the LEFT block - Up
- **Step 4:** Push the RIGHT block - Up, Left
- **Step 5:** Push the PURPLE block - North
- **Step 6:** Push the LEFT block - South, Right
- **Step 7:** Push the TOP block - Right
- **Step 8:** Push the BOTTOM block- North
- **Step 9:** Push the PURPLE block - Right, Up

This will reveal a large chest. Very nice! Pick it up to see **Valere and Zale learned combo skill Soonrang!**

We will also see another light goes out on the **Mountain Path Glyph"**.

Doing this shrine also unlocks a dock on the island. Wow! That's going to be handy.

Head back to **"Mooncradle"** now.

Mooncradle

We haven't been back to here in awhile. There's a number of things to do here.

First, the **PUB** is the building just to the left of the entrance. Inside you can play the **Wheels Game**. The prize for winning the Championship Game here (which is rough, trust me) is the **Silver Wheel**.

Once you have that, be sure to talk to Fisherman here to send him to Mirth. Very nice!

Head outside. Just north of the pub (going up the hill to the left) is a chest with **25 Gold**.

Now, just to the south of that is a field with tons of thorns in it. You can actually clear this field for the woman living in the house to the south (she'll complain about it if you talk to her). Do so, using your wind ring to push boxes aside and just hit the thorns. Not too hard. Go talk to the woman now to get a **Rainbow Conch** as her way of saying thanks!

We have another chest here we can get, just northeast of the pub. You'll have to climb the steps to the right of the house that is just right of the entrance, and then use the town's archway to cross over to it, but do so to get **Music Sheet #1**. Nice!

Also, in the southeast portion of the village you can find a bunch of leaves around a bonfire. Here you can use your wind ring to pile leaves on bonfire (blow them towards the wood piled up). This gets you another **Rainbow Conch** for helping the guy out.

And lastly, head to the eastern side of town and check under the white tree for a hidden chest with **Celestial Willow Leaf**.

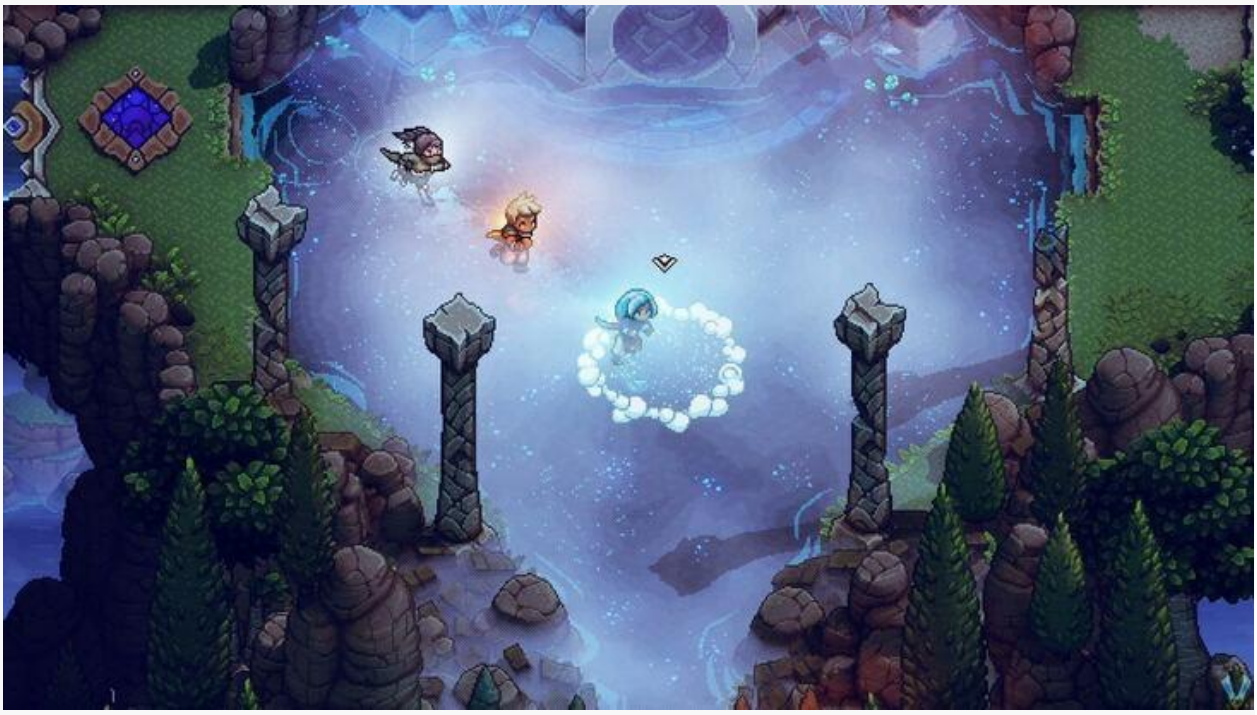
And that's it... There's one last thing we want to point out: if you exit the village and go to the Camp, you can see you have **New story unlocked: The Three Sisters** when you check in on the stories. Give it a listen if you wish.

Forbidden Cavern

Before we leave this area, head north to the Forbidden Cavern. From the first large area, enter the room on the left and see that pillar? Push it with your wind ring to get the chest behind. It has a **Rainbow Conch**.

Mountain Trail

Enter the Mountain Trail from the top entrance, cross the light bridges and go back inside the Mist Trials.



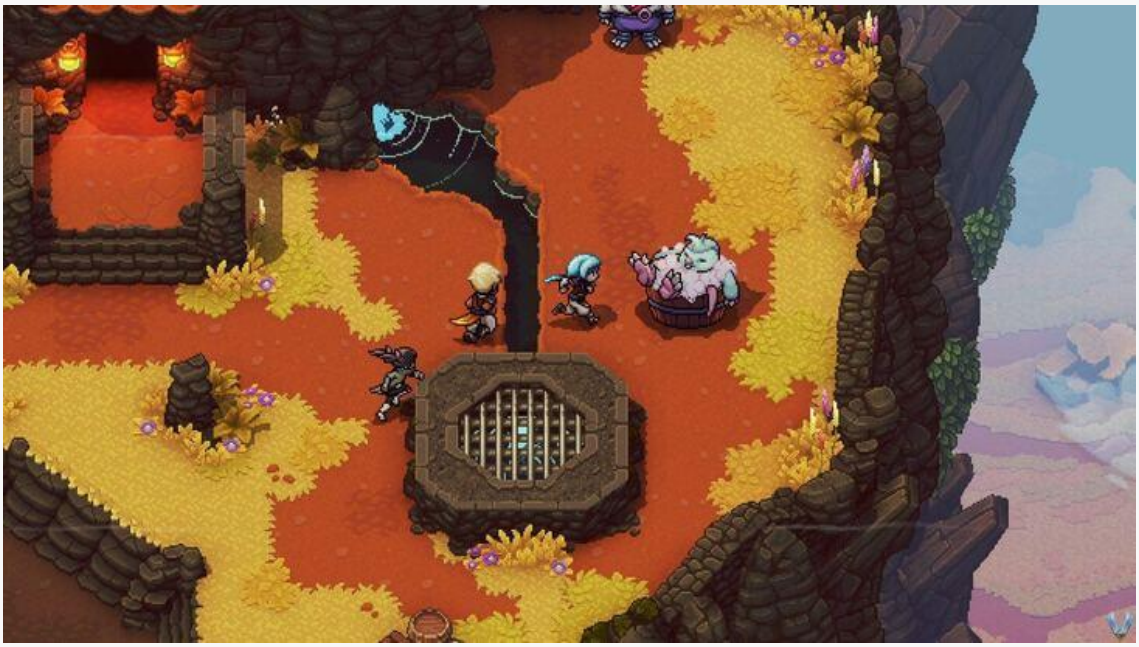
Once in here go to where we can choose a trial and enter the "Left Trial". In here you'll see a block right away you can push over for a **Rainbow Conch**.

Brisk

We can go back to Brisk real quick and start a little sidequest, which I'll leave linked below.

- Mole Painting

Also note that you will go back to Stonemasons Outpost. Make sure to talk to the mole taking a bath to have them go to Mirth.



The next section is going to be making Main Story progress, but we've definitely picked up a handful of items! Hurrah! We'll see you in the next section!

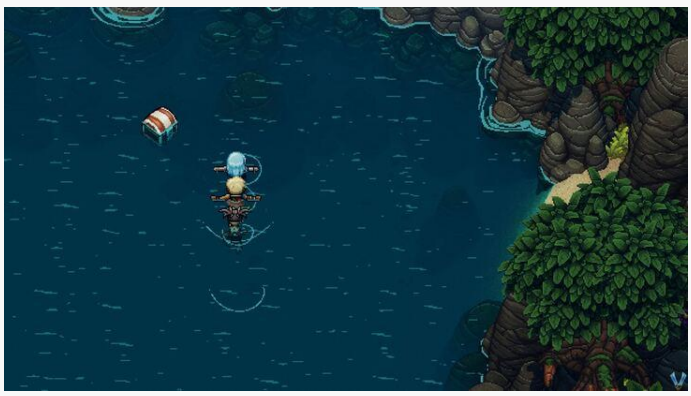
Jungle Path

enemy	Treasure list
Garnooy	Question Pack #4
Croube	Sapphire Ore
Skullpion	Docarri Armor
Prapra	Sapphire Ore

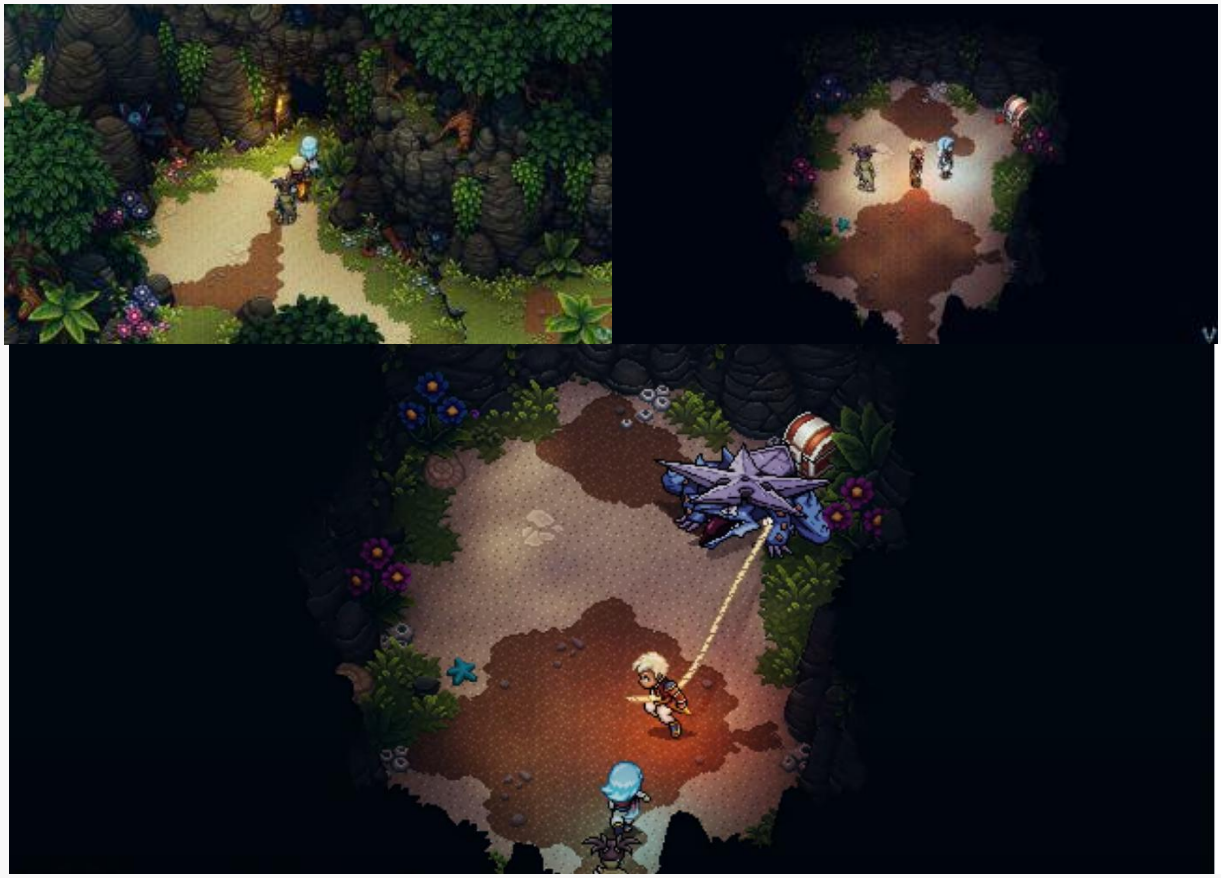
Hello there! Welcome back to some Main Story progress! This is the **"Jungle Path"** area on Watcher Island! You should be here right after leaving Mirth (or after sidequesting... we don't judge!).

Once you get here though, you'll get a short scene and will see a **Save Point** and a Camping Spot. From here, head to the left. Out in the water is a chest with some **Sapphire Ore**.

From here, if you swim all the way to the left and then go north, you'll find another chest. This time with the **Question Pack #4**.



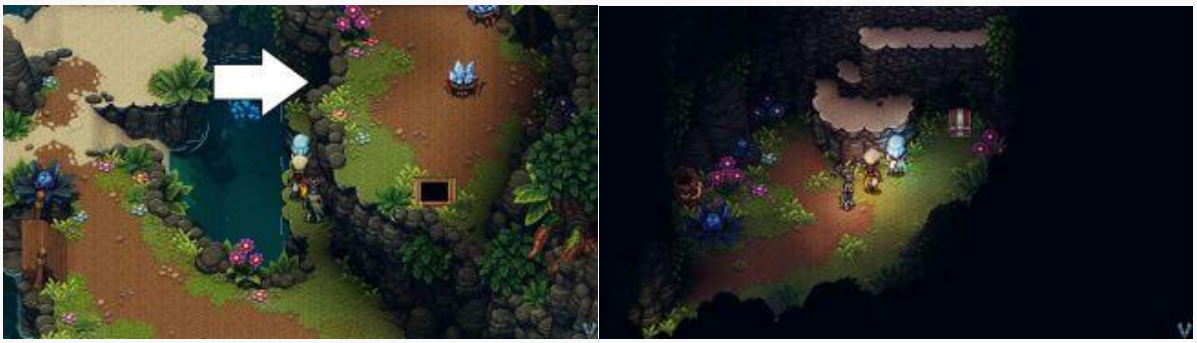
Head back to land and go northwest. You'll see some **Tomatoes** but also a cave. Head inside to fight your first **"Garnooy"**. This thing likes to use the huge shuriken on its back to hit every party member (block with all of them). Open the chest it was guarding for some **Docarri Armor**.



Head out and to the right. See the crystals? Those are Croube enemies (remember them!?). Take them out. Just to the north is an **Apple Tree** as well. Head to the right now from the Croube fight. There's more **Tomatoes** over here, another fight, and far to the right is a picnic basket with a **Peach Strudel**. Sounds good!

OK, let's explore to the north now. From the camp you'll see a broken bridge to the north. We can jump in the water and go north regardless. There's a fight up here with a new **"Skullpion"** enemy and the **"Prapra"** bird. The bird in particular has a great animation when it is attacked, as well as a spell that throws random items at you. Heh...

Take them out and head north, following the wall to reach a semi-hidden cave. There's a chest inside here with a **Sapphire Ore**.



Grab it and head up the cliffs here, nabbing two **berry bushes** and going outside to kill some crabs. There should be a switch here, as you can see, but we're too early.

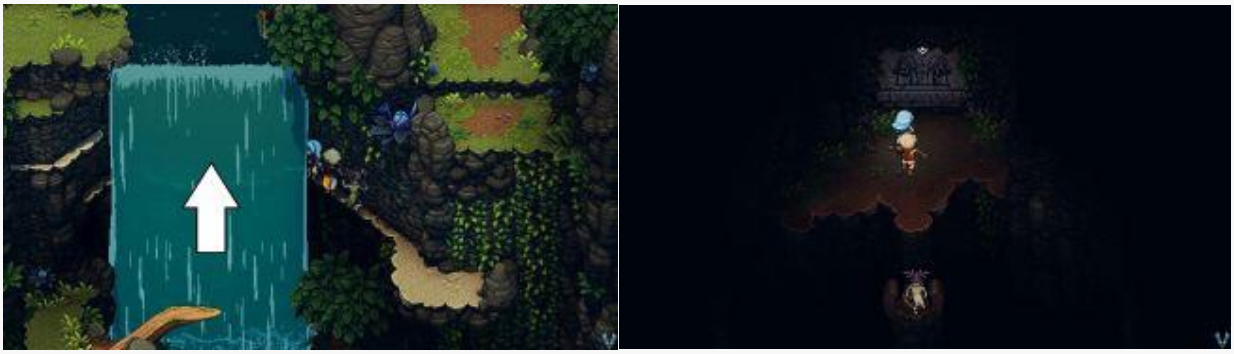
Jump down, head left on the land and get the other **berry bush** over here then head left. We'll be in some water, but let it take you down (to the fence), then go left up the slope. You can go south and hit a switch up a wooden ladder, to raise the bridge to the left. Nice!

Head left past the bride here and note the **wind turbine** here. It moves a rotating mirror thing. Again, no context for this yet! Continue to the left and follow the path, up to a fight with two more birds.

Once they are dead, continue to the right and you'll see some wind turbines and a time puzzle. We can't do anything here yet though...

For now, go to the upper right and use the branch to jump in the water. Pull yourself out on the island with the two **grain** and follow this branch to the north. You can climb on the **vines** here, but go down the lower platform first. This lets us shimmy to the left behind the waterfall.

Exactly behind the waterfall you can go north into a hidden cave where you can find a stone mural that nets you **Stone Tablet Piece**. You can take this back to camp.



Head back outside, continue left and climb up over here for another fight.

Take the enemies out and kick down the **ladder** here for a shortcut to the puzzle area below. There's two **potatoes** to your north. Grab them and head to the right side now to find an **Apple** tree.

Head north now and we'll reach a notably higher area. To the left and right are some areas to pull yourself out of the water (the water moves fairly fast here), but head over there and grab the two **Tomatoes** plants on the left and the **Berries** on the right.

The central area has a **Save Point** and a Camping Spot. Rest up, heal, and save here. We have a boss fight up ahead!

To get to the boss fight, simply follow the path. It's mostly jumping, but there's two points where you jump in the river to land below you and one point with your grappling hook.

Keep going and soon you'll get a scene with some familiar faces. They're trying to stop us...

BOSS FIGHT: ONE & THREE

Time for a boss fight! Three vs. Two isn't too bad, but we don't know much about these enemies. Thankfully, this isn't a hard fight.

First things first though: be sure you **do not** attack "One" when he is charging. Mainly because, as you can see, he has his shield out. He will **counter** any attack and deal damage to you if you do.

Also, we would recommend that you focus on one at a time here. Focus on **Three** first. He deals the most damage and, as a bonus, once one of them is down their "V-Attack" move will no longer work.

We were also very surprised that there's only really three attacks here. Not a lot for two different enemies. Not complaining!

Still, Three hits hard and can do combo attacks with One, so you will need to do some occasional healing here. I just used Garl and item healing. Focus one of them down (Three) and the battle is much, much easier after that!

As always, check their moves below and then "encourage" them to leave you alone...

Bosses's Moves:

- **Sword Stab:** This is one of One's Moves. It is a simple attack: they stab at you straight ahead with a sword. Love to see this move. It does 15-20 damage to a single party member.
- **V-Attack** This is the duo's combined move. They will both move at the same time (usually end of a turn). Three gets behind someone, attacks through them, hits the shield, then attacks someone else. Try to block on contact of course. This moves will do 20-30 damage to each person hit.
- **Claw Swipe** This is one of Three's Moves. It's a simple claw swipe (he usually hits up or down). Try to block when he strikes of course. He will hit two different party members when he uses this move, usually for 30-40 damage each. Definitely the most damaging move.

After the fight, continue on ahead. We'll approach the end of this area and we can get to the world map up above.

Our next goal is to head to **"Lake Docarria"**, but we'll cover that in the next section...

Lake Docarria

Welcome to the "Lake Docarria" section of the guide. Our time at this lake is actually very short, so we're grouping two areas together here.

As you enter the lake, you'll see the group check it out. Serai is about to come clean, but Garl has to open his mouth...

Still, he's right. Up in the northwest corner is the **Bell** we want. Go ahead and swim over there, then interact with it.

This will raise the path forwards. Head into the building here and talk to the... fish guy... who will tell us that we must choose a shell. Of course, you don't actually get to choose anything (a bit of a bummer...) as Garl will pick one out for us and we get the **Seashell**.

After that, the guide will open the way out of here. So, we need to visit a shrine, huh? Well, that's to the north on the World Map.

Once you're back on the World Map, note you can visit the **"Watcher's Pond"**. Fishing and what not. Up to you. Just to the left of that is the **"Sacred Grove"** where we are going now (or after fishing, rather).

Watcher's Pond

Hey there! It's time to check out another fishing hole! This one is on Watcher Island!

This place is called **"Watcher's Pond"**, and has **three new fish** for us. That's quite good, actually!

First though, note that there's no merchant or produce nearby. This area is pure fishing. Just like the last fishing hole.

This fish you can catch here are as follows:

- **Fluorescent Piranha**
- **Crimson Bass**
- **Sun Carp**
- **Viridian Lobster**

Of all these fish, the **Crimson Bass** is, as you remember, definitely a step-up in difficulty. He's rough. But, the **Fluorescent Piranha** is also pretty rough. They **love** to jump, so be sure to hit the reel button when they are in the air to stun them.

The other two fish here aren't too bad. The lobster especially if very easy. The Sun Carp has a great look as well.

That's it for this area! Continue on with the game!

The Sacred Grove

enemy	Treasure list
Prapra	Coral Daggers
Garnooy	Rainbow Conch
	Sapphire Ore

Well, welcome to the Sacred Grove. This area is fairly short and sweet. For the most part, we are following the path upwards. There's a few items, but we'll get them.

With that said, follow the path up here (ignore the water) and we'll occasionally have to do something to continue (which is usually us using our grappling hook on the hooks to cover any holes before continuing).

There are some fights on the way, but as you can see all of these enemies are ones we've fought before. So, with that said, just continue on up this area, following the path until you get to a **"Time Puzzle"**.

Once you get to this puzzle, look to the south. Jump off of the ledge here and go north into the cave (under the water). You'll find a chest here with some **Coral Daggers**.

Head back to the puzzle now and move time to hit the **upper timer**, then **quickly** run to the north pedestal. This raises you up to an area where you can fight an enemy. Very easy though, but we get a scroll here afterwards. You'll be told **Valere and Serai learned combo skill Moon Shiv**.

Very nice!

Head back down now and to the timing puzzle. Here, trigger the lower right timer, then the lower left one to raise the pedestals to the left.

Quickly jump on to the left and follow the path. This path goes upwards to another fight. Easy enough.

After this fight, look to the right. There's a place you can jump in the water to find a semi-hidden chest under the waterfall for another **Rainbow Conch**.

Go ahead and continue to the north now and we'll be at the shrine. Well, a path split anyways. Be sure to go to the left first for a chest with a **Sapphire Ore**.

After that, go right to get to the shrine itself. We'll get a scene here where we'll anoint the seashell and... well, you'll see what happens. We'll end up with a **Magic Seashell**.

So, let's try this whole "breathing under water" thing, right? Jump into the water and interact with the Whirlpool here.

Everybody! Under the sea... Under the sea... Life's so much better, down wh... OK, I'll stop.

Still, head south here under water and get the two **Prawns** you find along the way. The exit here puts us back at the start of the area. What a nice shortcut!

From here, head back to **"Lake Docarria"**.

Go back into the house here and talk to the guard again (I like to just so he knows we're done). We'll be told to head into the lake's large whirlpool here to proceed to **"Docarria Village"**.

Docarria Village

Enemy	Treasure list
	Rainbow Conch
	Sapphire Ingot
	Old Coral Vase
	Rainbow Conch

Hey there! Welcome to Docarria Village!

This village is pretty unique, as you can see. It has a great look, especially the glass walls and the fact that we're not just plain underwater.

The first thing ol' BK did was visit the Inn. You can rest up here of course (worth doing) and then play **Wheels**. These last few Wheels games have been tricky, but this one wasn't that bad. Win the Championship Game here to get the **Engineer Figurine**. It's about time we got a new figurine!

OK, let's go explore now. Head to the house on the right (opposite the Inn) and hit the switch you find in here. Follow the whirlpool and we'll arrive at someone's private house. We can get a **Rainbow Conch** here.

Also, be sure to talk to the adult here. They are a merchant wanting to move, tell them about Mirth and they'll head out. I'm sure that'll be good for Mirth later.

Head outside and go examine the right side of the village. Talk to the old man over here and you'll see he wants us to find his three grandkids for him as they are playing hide and seek. We'll find them all shortly.

Just to the north of the old man is **"Mirna's Market of Marvels"**. This, my friends, is what we've been waiting all game for! You can finally trade in those Rainbow Conch shells! We have a lot of dialog with this young entrepreneur, but once you're done you can look at a reward list here:

- Something Social: 4
- Something Useful: 11
- Something Transactional: 19
- Something Bountiful: 22
- Something Shrewd: 27
- Something Healthy: 35
- Something Relaxing: 39
- Something Potent: 47
- Something Meta: 60

So, for the record, we currently turned in 32 Conches (including the one we found in this village) to obtain the following items:

- **Inn Plans**
- **Cornucopia**
- **Shop Plans**
- **Fishing Hut Plans**
- **Falcon-Eyed Parrot**

Out of all of these items, you can see most of them are plans. We need to go back to our village later. The Cornucopia item should go to someone to equip, as it is +20 HP for everyone for free basically. The Parrot is probably the most interesting item here, as it "Adds a treasure hunting parrot to the Vespertine. Can be prompted while consulting the Map for hints of things left to find."

Very cool, right? Let's continue exploring.

Check out the house nearby the shop and we'll find another Whirlpool. You know what to do: follow it to the inner house area. You can find **Kid 1/3** here. One down! There's also a chest here you can open for a **Sapphire Ingot**.

Head back and the next building to the left is the Temple. That's our "main goal", so skip it for now. The very next building to the left is the shop, so let's do some shopping!

Item Name	Cost
Tomato	1G
Onion	3G
Bouillabaisse	25G
Recipe: Bouillabaisse	144G

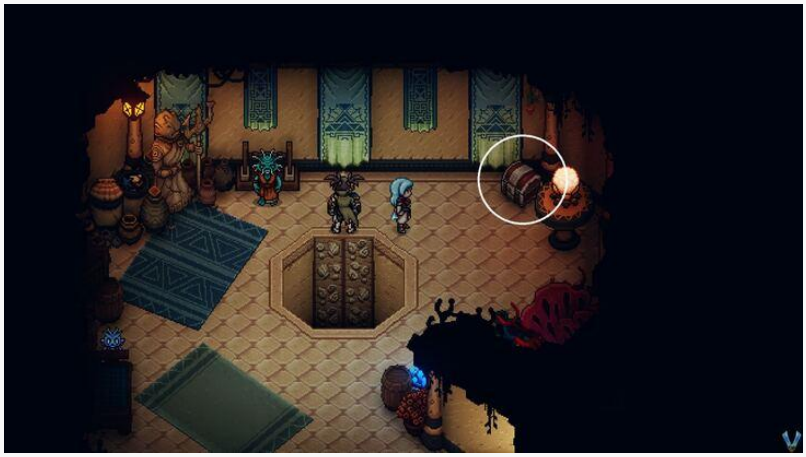
Item Name	Cost
Pearlescent Apron	79G
Docarri Armor	82G
Coral Staff	100G
Coral Sword	100G
Coral Daggers	111G

I personally bought the recipe here, as well as the Pearl Armor and the Staff and Sword. I sold my gems here too and had more than enough money. Some decent upgrades here for sure.

After that, climb the back of the shop here and use the Whirlpool. Move on to the next one to get to another private house. You can find **Kid 2/3** here so be sure to talk to him.

Head back to the Whirlpool, go northwest and into the next private house.

There's a chest in here. Open it for the **Old Coral Vase**. You can also find **Kid 3/3** here. Nice!



Now, go outside and open the chest here for a **Rainbow Conch**.

You can jump down from here for a shortcut. Go talk to the Grandpa now that we found his grandkids and we'll get another **Rainbow Conch**.

And that's all the exploring we really need to do, so once you're ready head back to the Temple. We'll get several scenes here. These are very interesting (Serai is not meant to be here!?) and we'll end up getting even more prophecies. These prophecies are probably worth remembering, especially the "Warrior Cook should demand a Flask of Borrowed Time".

We'll also get some guidance here though: the **"Tower of Antsudlo"**. Interesting. You saw it on the world map too: that huge tower on the west side of the island.

Once you gain control, we should head north through the waterfall. Follow this path to arrive at the base of **"Antsudlo"**. We'll cover this area in the next section though! As always, we will see you there!

The Tower of Antsudlo

Enemy	Treasure list
Sharksenal	Sapphire Ore
Shrimp Knight	Thalassic Cloak
GooGoon	Phosphorite Lid
Garnooy	Rainbow Conch

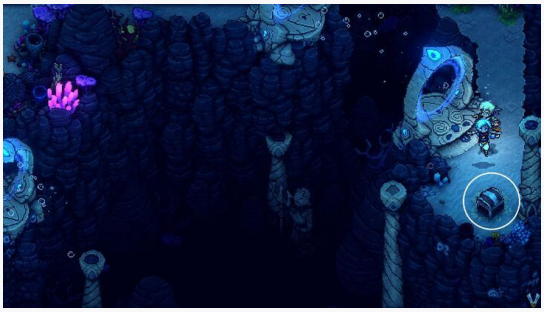
Well, this area should be interesting...

Head forward here and note the device on the left. We'll get to that soon. Continue north and grab the **Sapphire Key** you find, then go back and put it in the device to power up the way forward.

Take the path here (whee!) and we'll get into our first fight down here. This enemy is a **"Sharksenal"**. A collection of fish that likes to turn into an axe and swing at you. He also starts to guard during the fight, so use skills/boosts here to take them out.

Continue following this path (it is fairly pretty) and we'll soon see a building up ahead. There's some enemies guarding this building: the **"Shrimp Knight"**. These guys can clone your party members. The clones have low HP but they do attack and become more enemies. I would use a mix of hit-all moves and then wipe out the Shrimp Knights to make sure more clones won't appear.

Take them out and head to the northwest to find another **Sapphire Key**. Grab it and hit the **Bell** here to half-way unlock the door, then head to the east. Use the key on the pedestal here to head further east. You can find a chest over here for some **Sapphire Ore**.



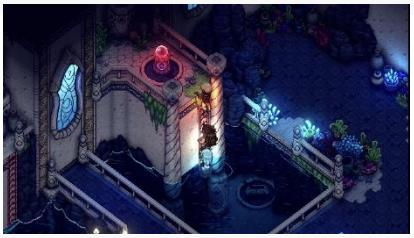
the bell you find over here to open the other half of the building. Very nice! We can go back and enter the tower now. Use the device here to drain the water and we will reveal a room with a **Save Point**, a Camping Spot, and some **Prawns** over in the corner.

Do the usual Save / Heal / Cook and let's continue. Further in you will find a new enemy in a fight: the **"GooGoon"**. Can't make this up! This enemies are basically impervious to most skills. You just want to hit them with regular attacks, and even then you're not going to do much more than 5 damage.

Still, they'll fall soon enough and we'll see the room we're in has a central area with two empty pillars and a left and right room. Looks like we need to gather up some items. Let's head left first...

Left Room

On this path we'll move into an area, let the water down, and continue before coming to a larger room.



This room is really pretty. First, head to the north part of the room, where the north bit of water is, and climb up the ladder there. You can get the **Pink Pearl** here and you'll see it drains the water. Thankfully, there is a switch here as well that opens a gate nearby. You can leave through there, go right, climb up, and get out of this pit.

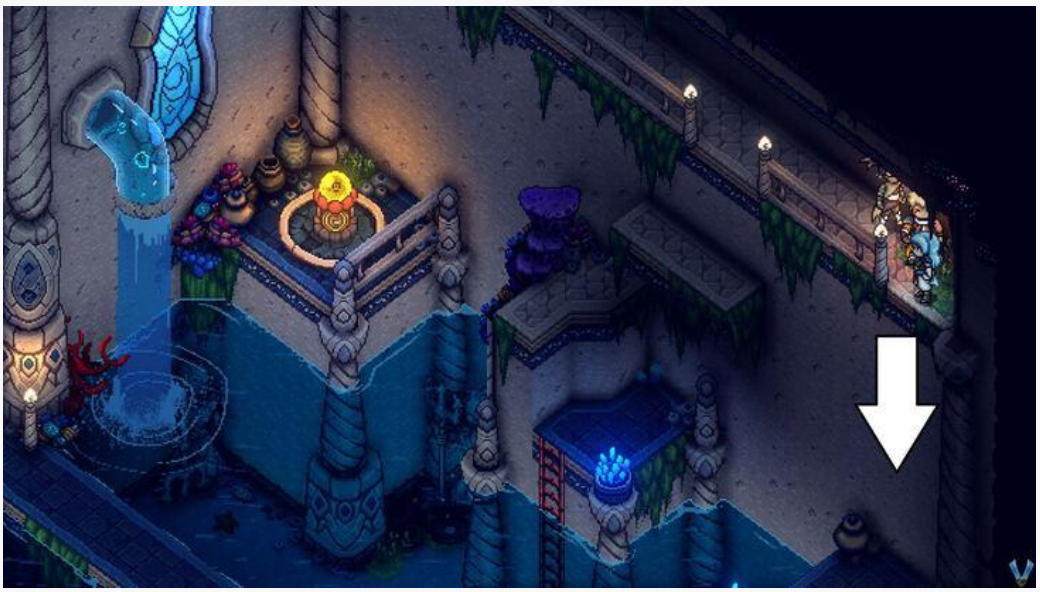
Head south now, cross the bridge, and fight the enemies. You'll see the Garnooy enemy from before in this fight, but this is a pretty easy battle regardless. Be sure to head to the southeast corner of the room and hit the switch here! It opens the path up ahead.

After that, go up the ladder, grab the pearl and leave. Head back to the main room now and let's go to the right room.

Right Room

We'll have to drain the water to reach this room, like the other one.

This room is a lot less confusing than the other one can be. Head in here and jump into the northern water. Climb the ladder here to the very top, go **right** and jump down and hit the switch.



Repeat climbing up to the top but go left this time, jumping down and getting the **Yellow Pearl**. This lowers the water level allowing you to jump down and get some **Prawns** from near the statue, then going through a door to the south to a fight. Beat up the knights and get the **Prawns** from where they were trapped, then we can go back to the main room. Simple!

Put the pearls in place and you'll see the water rise. And just like that we have a water temple! I kid, I kid: while we can go down we don't need to.

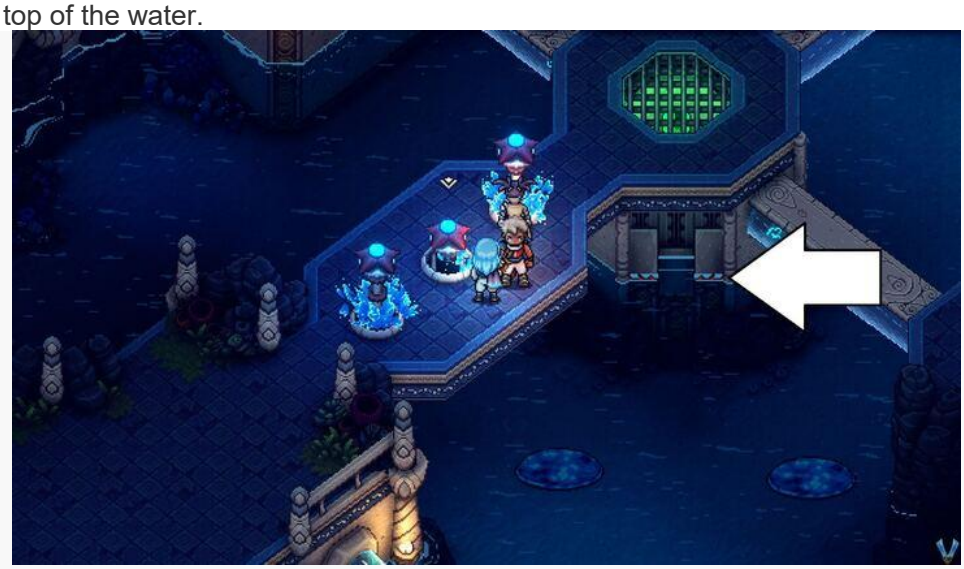
Exit the area and swim over to the right. We can get up out of the water taking this path and head into the next big room.

Right Room

Here, we have a puzzle... eventually. First, head to the northeast and interact with the lever over here. This will put a pipe in place. Go left using the terrain, up to another lever, to put another pipe in place.

Head back to the central area where the pipes came out and use them to go right for a chest with a **Thalassic Cloak**. Only Serai can equip this, so give it to her right away.

Head left now and we can use the terrain to get higher to the third lever. This unlocks the puzzle back in the center area. Head over there and try messing with the central levers. It took a bit, but you need to make the **red coral** match the water level. Just cycle each one until you see the coral touch the top of the water.



This will unlock the **Green Pearl** and lower the water level. Nice! You can jump down there now and get some **Prawns** from the north (you get attacked afterwards). There's goo enemies to the southeast as well you can kill (we leveled up here).

Head back to the central room now and use the newly-raised pathways to get to the left room. Another room to conquer here, but this time we get to do some sailing!

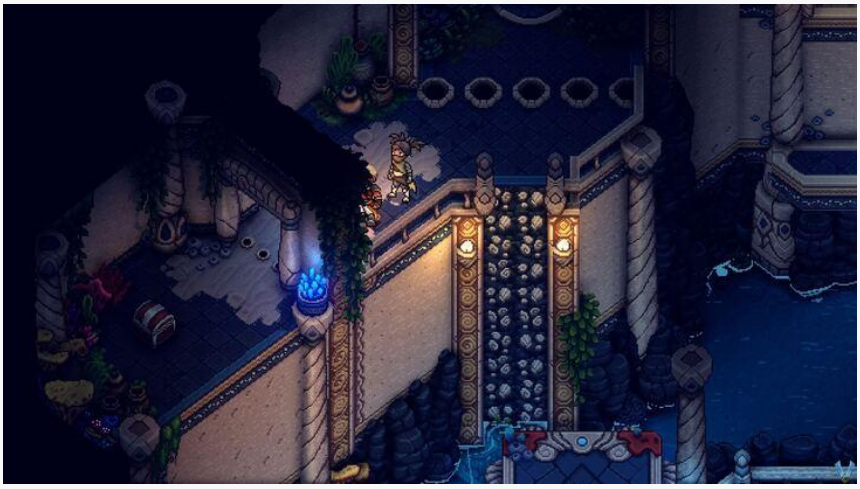
Left Room

Jump on the raft (after freeing it with your wind ring) and lets take it south. You need to weave it to the bottom and then to the right for a **turbine** and then to the left for a second **turbine**.

This opens the gates to the north, letting us move the raft up there. Note the switch in the water and head north. Ignore the first landing and move the raft northeast to a second landing and go up to hit a switch.

This will let us move to the first landing. Do so and go claim the **Purple Pearl**, which lowers the water as well.

How to get that chest? Well, go down to the water and go hit the switch to the south (you don't need the raft now... it's kind of in the way). This opens the way to the chest and let's you claim the **Phosphorite Lid**. An immediate upgrade for Garl.



Head back to the room entrance now (grabbing the **Prawns** on the way) and once again put the pearls in place and we'll raise the water up.

Let's exit the central area now, swim to the left, and grab some **Prawns**. We can enter the door over here and make our way to a new room.

Valve Room

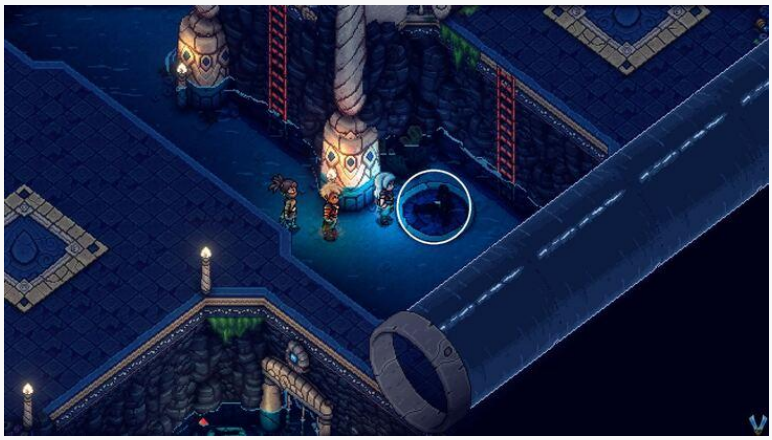
I'm calling this room the "Valve Room". If you go south and up the ladder, you'll see we need to put items into the spaces up here. We don't have anything yet though, so jump down and go to the left to see an open waterway.

We can enter this to get spit into a new room (ride the wave!). This will spit you into another room where we can get out of the water and fight some enemies. Do so and take them out.

Our reward for this is the **Valve** lying on the ground. We can't do much here though, so enter the water and we'll go back to the Valve Room.

Put the valve in place here and **use it immediately**. We'll swap pipes out, which means we can enter the water tube again and be brought to a new area.

This time, get out of the water and hit the switch. This lowers the wall below us and let's us jump up and grab the **Blue Pearl**, which lowers the water. We can go down now and get the second **Valve**, then go up the nearby ladder for two **Prawns'**.



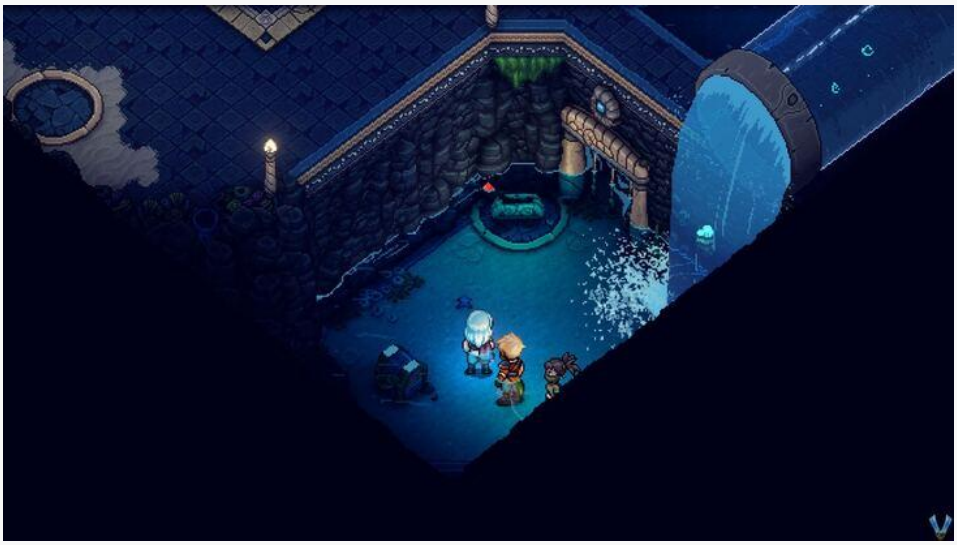
Unfortunately, we can't get out of here with the water low like this, so go put the pearl back, then use the water to get to the platform to the south and go back to the Valve Room.

Put the second valve in now and use it. We can now go up to the top pipe! Jump down and ride the wave!

Here we'll be put at the very top of the previous room. Head south first for some **Prawns**, then north to hit a switch. You can jump down from here, get in the water, and get the **Blue Pearl**. We can now drop down and use the door that opened to get through a hallway and back to... the central area? Huh?

Here you can interact with the object with the blue light on it to put the pearl in, which opens the water pipe above us.

FIRST THOUGH! Go south down into the water, then left and make your way back to the Valve Room. Here, be sure to use the valves so we can go into the lower valve (use them both once) and take the water door. This drops you off to an area in the previous room where we can open a chest for a **Rainbow Conch**. Nice!



Make your way back through the other door, then to where we placed the blue pearl, then head up the ladder. We'll be at a big door now. Go ahead and use the **Save Point** here and interact with the door.

We'll see some scenes here. Sit back and enjoy. It seems some heroes fail... while others are given a chance to see what could happen if the door opens!

We'll meet The Archivist here and learn more about him and his ex-companion. We get a glimpse of the kind of power Resh'an has as well. Hmmm...

Still, if he's going to help us, he wants us to get an artifact for him. No word on what of course, but we'll feel it call to us we suppose.

Time to continue through the portal! We'll see you in the next section everyone!

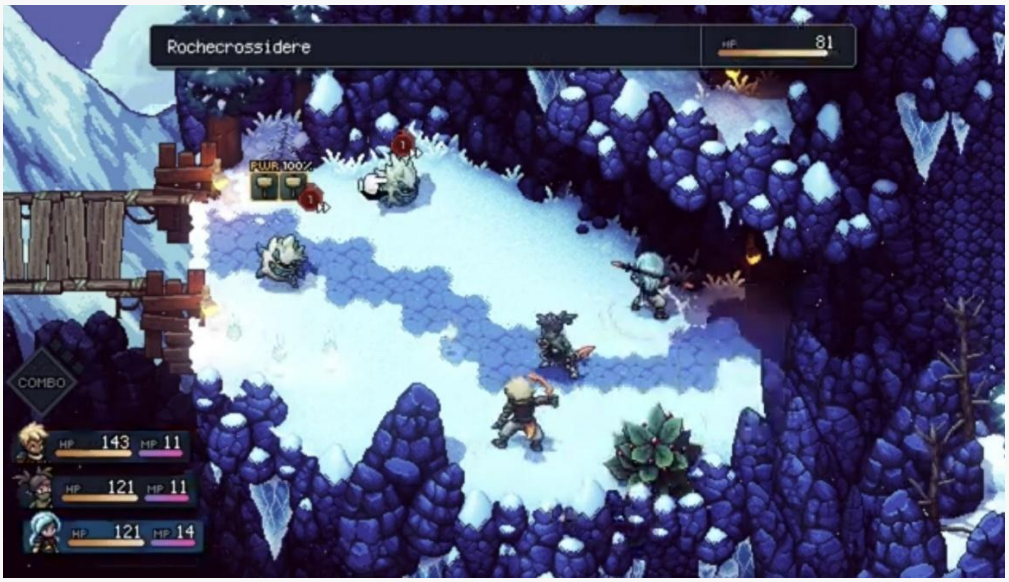
Glacial Peak

enemy	Treasure list
Rochecrossidere	Music Sheet #5
Boulder Douche	Signet of Clarity
	Sapphire Ore
	Rainbow Conch

New area! Let's go!

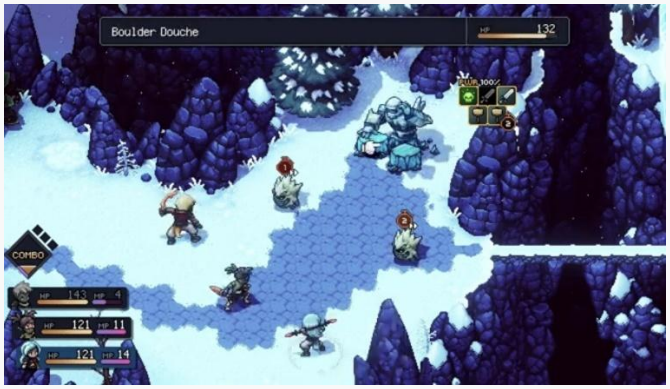
Climb up the right side here and use your grappling hook to get to the left. There's some **Berries** here and a **Save Point**. Save if you wish and head to the left.

Cross the rope here (cool scenery) and continue. We'll go to the next screen, grab some **Berries** and fight the new enemy here: the **"Rochecrossidere"**. That is a mouthful. You're cool if we go with "Snowball Monster" right? Cool. They have easy charges to break at least, but generally just rool or bounce into you.



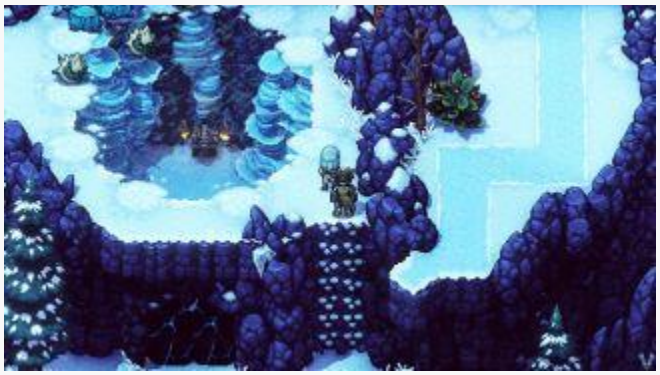
Take them out and continue to the left, jumping over the bridge. Here you can use the glyph to the left to put the light on the **ice** to melt it, but also be sure to use your wind ring to push the ice block down the path to reach a chest for **Music Sheet #5**.

Climb the wall here and follow the path right. We'll climb up and be able to get some **Berries** to the north... then two more bushes of **Berries** to the northwest, where you can also find a **Camping Site**. That's good as there's a fight to the right you can go fight and then heal. This fight has a new enemy actually, the **"Boulder Douche"**. He is, um... a disc jockey? Yeah, his charge attack is actually really bad. His normal attack hits everyone for 20-ish damage, but his charge attack lets him use **Icicle** which can hit for 100+ damage to a single target.



Continue to the right to see a puzzle... that we can't quite do anything with yet. There are some **Berries** here, but we can't break these rocks or move the light here. So for now, just head to the right to find an ice black we can blow around to climb up higher.

Kill the two Boulder Douche here and continue upwards. The music actually changes here as we approach another Boulder Douche. Huh, that's neat. Heal up here and try to take out the smaller enemies first as their fast attacks can devastate you if you're not careful. This can be a battle for healing, actually.



They are very much teasing us with that chest down there. Bah... oh well... head to the left and leap from platform to platform. This is a one-way trip apparently! Climb up and continue to the right. We'll get to nearly the summit to find some snowball monsters playing. Ruin their fun by beating them up. Afterwards, we can get some **Berries** and see more items under ice. Huh...

Climb the wall here to the top and then head right and jump. We're **under** the ice now. Go left and fight the enemies that show up, then we can use the **Save Point** and heal up. Head north here to continue. Be sure you have good cooking items and saved!

As you head north, we'll use our grappling hook and then... run into a familiar portal. I suppose we're not done with these guys, huh?!

BOSS FIGHT: TWO & FOUR

Time to fight the other two of them! This is a pretty fun fight, but if you've played an RPG in your life, you know for a fact that you should go after the magician one here. Number Two!

Two really is the one to target here, as Four only has a single physical attack over and over, but Two has a hit-all attack, a huge charge (which... you're not going to break) that does large damage to a single party member, and finally a smaller charge that you should break as it is a group heal.

Other than that though... this fight isn't very hard. Stop the healing and, well, heal up your own party when you need to. Do that and target these meddlesome villains one at a time (starting with Two) and you'll win this fight.

As always though, check the moves below and then take these guys out!

Bosses's Moves:

- **Spread Attack:** This is one of Two's Moves. This is his regular attack, where he'll shoot out an energy ball that goes to everyone, and then has it flash upwards at you. Try to time your block shortly after the energy reaches everyone to reduce damage.
- **Smash Attack** This is one of Four's Moves. Well, actually the only move he does. He will come at a single person and just try to smash them (Four Smash!). This attack is pretty easy to block, butwill do around 25-30 damage to a single party member.
- **Todome** This is one of Two's Moves. This is his big charge attack. He will essentially carve out the ground that Four is on, and then Four will use the ground to smash someone. Ridiculous. Really cool to see, which is good as you're probably not destroying the 10-lock charge in two turns to stop it. It will deal around 70 damage to one party member.

- **Group Heal** Well, hopefully you'll never see this move! This is Two's other charge attack (the smaller one), that you should be able to break in time. If you don't, you'll see that Two heals the both of them for around 135 HP each. Bah...

After the fight, continue on down the path. It is very linear, but there's some interesting jumps here. Soon, you'll get to the summit and we'll see a scene. It isn't very long, but by the end we'll have acquired the **Solstice Amulet**.

We will be told **You can now control the Time of Day with (Controls) without needing to stand on a Celestial Rune**. Very sweet!

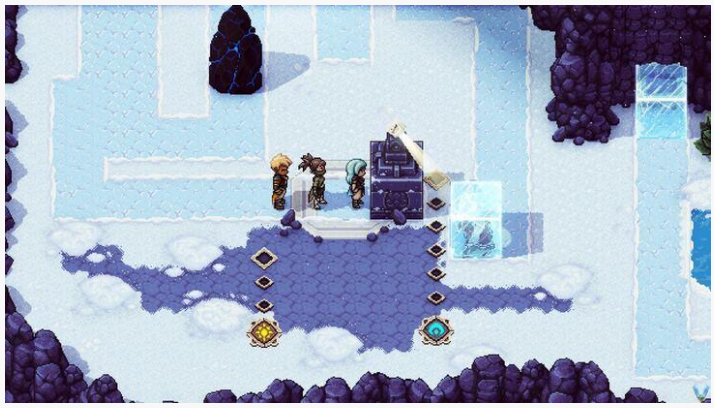
So, basically, once we get close to **any light source** we can control it. Try it out here (you are required to) and we'll melt the ice to the south.

In fact, we'll have to melt and break a lot of things to get out of here. Just shine your light on the rocks and ice here. You'll uncover a **switch** under one of the rocks to let some more light out so we can exit this screen to the south.

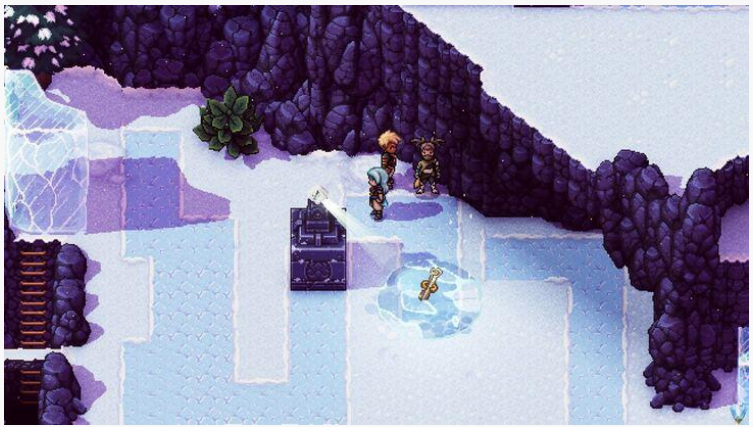
You'll find yourself heading south through familiar territory back to the save point and camp. Good! Continue south to be let out with the light melting some ice, then push the block here (the one with the light) to the south, off the cliff. We can use it now to break the blocks that were guarding that chest under the ice. Haha! This chest has the **Signet of Clarity** in it, which makes skills cost one less MP. I gave it to Zale for a cheaper 3 MP healing ability.

Continue south to the big puzzle area. Go to the light here and make it shine on both of the glyphs (the right one first, then the left one). This frees the block the light is on to show you it's a block we can move!

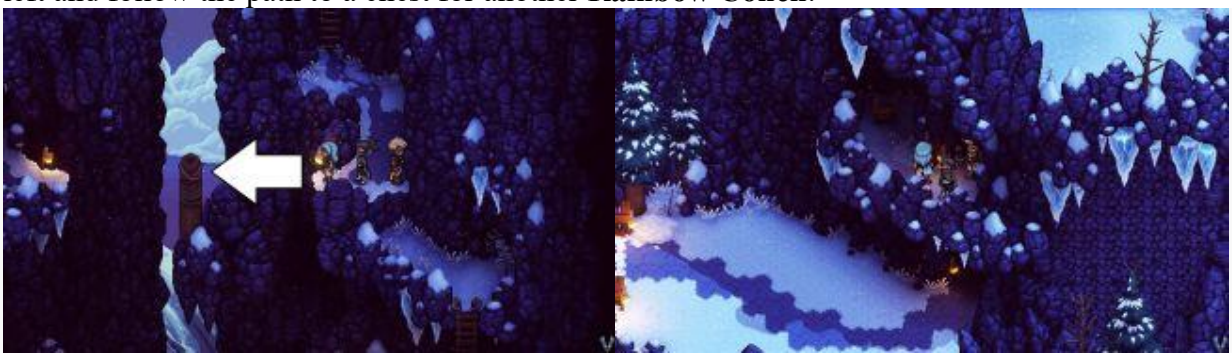
Great! Push it to the right, then break the rock to the right. Now we can push the ice cube down here, melt it, and free a chest! Open it for a **Sapphire Ore**.



Now push the light to the rocks and break them both. Take the upper right path here to break the other icicle (you need to push it to the south) and melt it to find a combo scroll: **Garl and Serai learned combo skill Item Roulette**. Nice!



Now, push the light to the northwest and melt the giant ice wall blocking the ladder here. We can take the ladder down now. Do so and at the bottom, go south to kick a shortcut ladder, then go left and follow the path to a chest for another **Rainbow Conch**.



All that's left now is to go back to the shortcut ladder, take it down, and leave the area. We'll head back to the Archives through the portal.

You'll get several scenes here, so sit back and enjoy! Good stuff.

In the end though, we have another fetch quest to do. The **Vial of Time**. Sounds like it will help us though, and we even get potions of "Chained Mind" to help us out as we find out we need to head to **"Torment Peak"**. Where there's a Dweller waiting...

Well, that's great...

So, let's head there now. You can take the left portal to get back to the Lake, then head north from there to get to the world map. From there, we are going north to Torment Peak. We'll leave that for the next section though! We'll see you there, friends!

Torment Peak

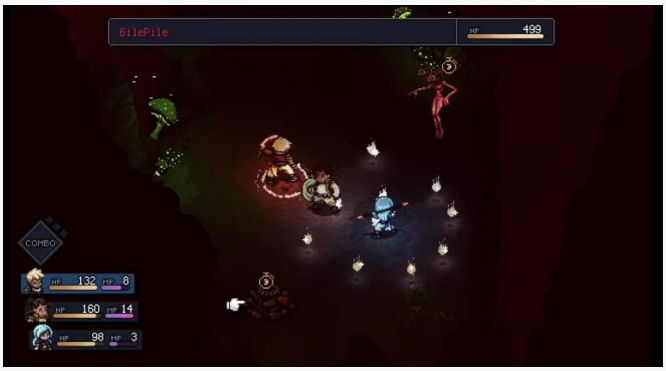
Enemy	Treasure list
Sleuth	Phantom Daggers
BilePile	Rainbow Conch
Tsiclop	Green Leaf
	Rainbow Conch

Welcome to the Torment Peak section of the guide!

As you start this area, go get the **mushrooms** from the right and solve the light puzzle (that was here to make sure you didn't do this area too early). After moving the light, you can push the statues and open the way into this area.

Head inside to find a **Save Point** and head north. There's a very creepy enemy up here. Touch him and we'll get in a fight.

This fight is with a **"Sleuth"** and a **"BilePile"**. You'll find very quickly that these enemies take low damage (or no damage), but once you use **boosted attacks** you'll be able to kill them easily enough. They do hit hard though, so be ready to heal from the Sleuths melee attack, and the BilePile's orb dropping down on you.



Continue north, looking for some **mushrooms** on the right as you go. We'll end up having to jump a gap to the northwest to get into another fight, this time with a new skeletal enemy called a **"Tsiclop"**. They can put up a shield as well as attack with their tail. Use them to hit and boost to kill the Sleuth.

After the fight, hit the crystal here to light up the area.

Huh... to the right, you will have to jump on some steps. Go **north** first to find a small area where you can hit a button to bring out some more steps. Go back now and go right, then go **north** when you can. This leads to a path where you'll go down some vines and into a cave. This is a dead end, but you do get a chest here for some **Phantom Daggers**.

We do get in a fight on the way back. Go figure. Head back to the path split now and then go south. This path leads to a small patch of land with another crystal. May as well light it. Head to the right to once again hop to another landmass. To the southeast is another fight, so heal up if needed and take out these weird enemies...

More crystals and platforming, as we will hop to the north/northeast and eventually come to another door... they really blocked this place up!

We need two buttons to continue. The first is easy: just to the right. It's not far from the door, so hit it and head to the left now. The left one requires you to jump up twice at the northern wall, then shimmy to the left. We'll go left a ways, then back down to find a crystal and another switch, opening the door. Head back and go in.

We'll immediately get some **mushrooms** and find a **Camping Spot** and a **Save Point**. Go ahead and use them both.

Proceed through this room, hitting the crystal if you wish. There's nothing here though, so just head south.

Man, this room is **dark**! Fight the enemies here and then get the crystal to the right to light things up a bit. **Before** you go south, head to the left and go down the **vines** first. This path lreads to a cave down below where you can find a **Rainbow Conch**. Nice!

Head back up and go south now. We'll hop on over to the left and get in another fight. Easy enough. Take them out, head north, and we'll go counter-clockwise as we head downwards. There's a crystal here, but you want to go into the cave to the northeast to continue.

We have a battle in here, the first battle where we have all enemies present. Hit-all skills are the way to go here (especially Moonerang). Good experience as well.

Once they are dead, hit the switch here and you'll see something light up in the previous room. Head back there and you'll see we can cross to the left now.

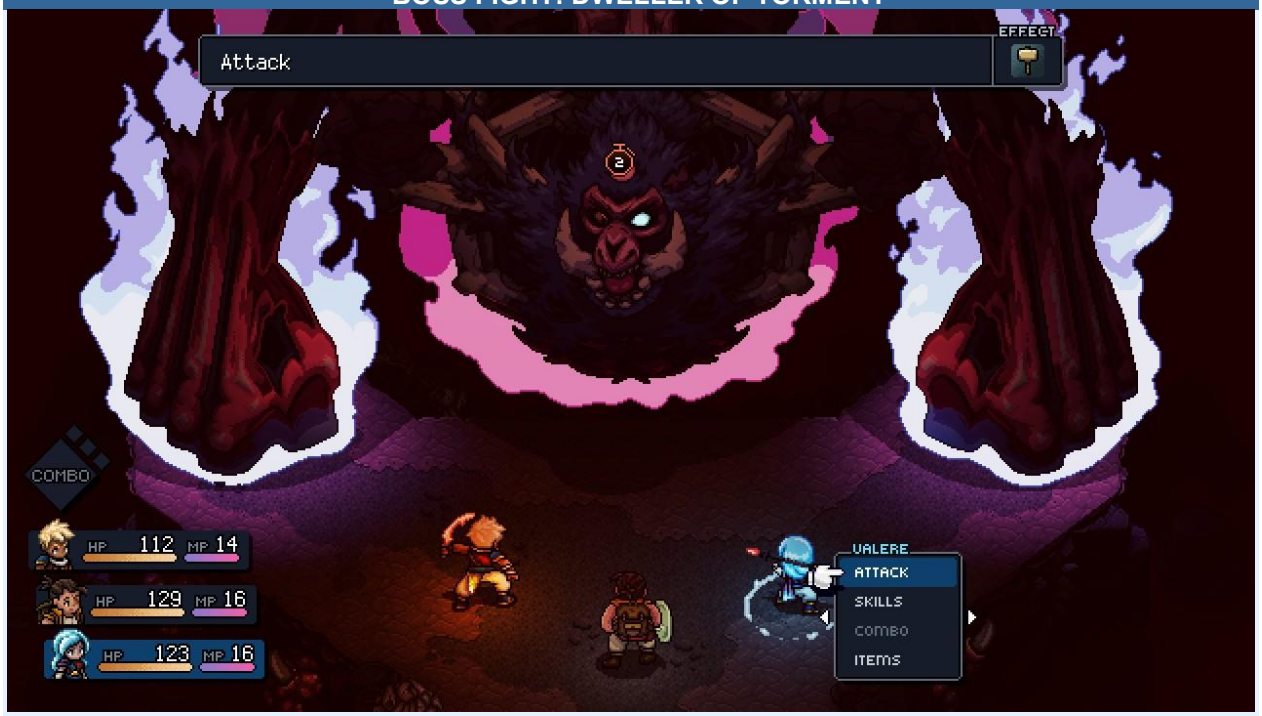
Do so and head to the vines nearby. Be sure to go all the way up first to find a chest at the top for a **Green Leaf** accessory. We've seen this one before (+15 HP). Use it if you want to (we didn't).

Go back to the vines and go left this time. Light the place up and continue on. We'll eventually hop forward and climb some cliffs to another crystal, then onwards to the left to enter another room.

We'll get some scenes here. This... I was not expecting this. Enjoy the scenes as you get a grasp on what is going on... and why help has never come before. That potion was definitely needed!

When you can, heal and save, then note the stone to the upper left is just a shortcut back to the beginning of this dungeon. We want to head **left** and follow the path, which will lead to more scenes and eventually a fight with the boss. You knew it was coming!

BOSS FIGHT: DWELLER OF TORMENT



Well, this is a very interesting fight. This boss looks awesome as well, right? I do wonder based on the "Gorilla" look if there's some more backstory behind this boss...

Still, the first few rounds of combat here, don't use any skills apart from maybe Lunar Shield. You're not going to do any damage, so for now just get boost orbs out and try to stay healed. We will see a scene after a couple rounds are done and Serai will re-join the party after bathing the Dweller in the Eclipse we've caused.

Now the fight can begin!

Our strategy for this fight is going to be pretty simple: there is a **Left Arm** and **Right Arm** here that we're going to hit and destroy. Once we do, the boss will be down for around 5 moves. You will also note that he can revive the arms (and you'll see the arms each have 2,125 HP to them). Finally, you can also stop a charge attack by taking out an arm as well (which is a pretty cool addition if you ask me!).

Like many of the Fleshmancer beings, the Dweller only takes really good damage from skills and boosted sun/moon attacks, so that's what you should aim for. The biggest goal is to use the **"Moon Shiu"** attack with Serai and Velere when the Dweller is down. Try to save your Combo gauge just for that, as we can do extreme damage to the boss.

Of course, in the meantime I would have Serai/Garl focus on healing and attacking (for boost orbs) and Zale should be using boosted attacks and skills when he can. I do have Velere use her Lunar Shield occasionally or skill attacks when she's not building MP. An occasional item for health/mp for everyone is good too.

But that's about it. The saddest thing about this fight is that the new Ultimate Attack doesn't really help here. I mean, you can use it, but it won't do much. I'd still say use it of course, as there's a scene that goes along with it that is pretty cool.

Stay healed and read up on the attacks below (as always) for some tips on blocking and to see what he can do.

This fight in particular is a long one, but keep at it and we'll take this monster down.

Dweller of Torment's Moves:

- **Hand Smash:** This is a very basic attack, where the Dweller will use one of his hands (usually the left one) to smash downward at you. This deals about 20-damage and is pretty easy to block on contact.
- **Boulder Toss** This move is one of the right-arm moves. You will see the Dweller rip a chunk of land out and toss it towards one character, dealing 20-25 damage or so. Also easy to block on contact.
- **Ground Launch** This is another hand attack (usually the left hand). You'll see the arm punch the ground several times, which will launch everyone up into the air, making everyone fall. Try to block as you land. This will do 30-40 damage to everyone.
- **Sonic Pain** This attack is fairly extreme! The head comes down and basically screams at us, but the damage comes in waves. You can block on the waves, as you sense there are several intervals. Weird timing for sure. This attack will deal 30-50 damage to everyone and can be hard (if not impossible) to break.
- **Belly Drop** Finally, we have the last "main body" charge attack, where the Dweller will jump up and then do a belly drop on the entire party. This is fairly easy to block at least, but he'll still do around 30 damage to everyone. Hopefully less with some lock breaks.

After the fight you'll get several scenes as some rescues are made! Very cool. Our rescues will also prompt help from the Matriarch, as you will see.

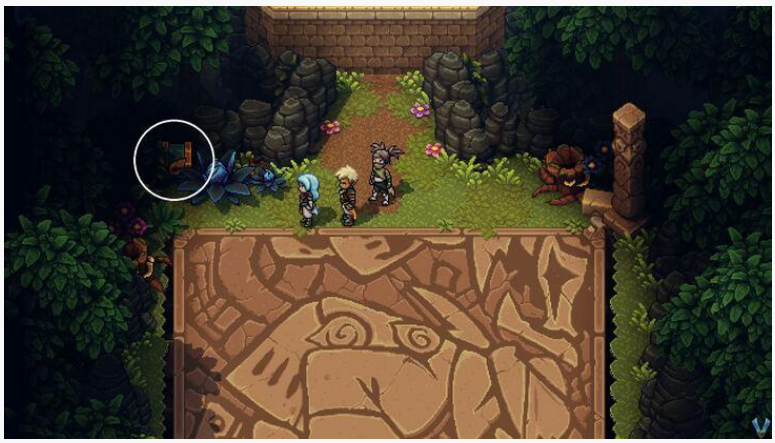
Once you have control on the world map, go ahead and move the light here to point off to the right (where the path leads to nothing). Doing this will uncover the **"Mossy Cache"**.

Go ahead and enter the new area and... we'll have a **puzzle** right away! Heh, this is a **picture puzzle**.

So, below is a guide on how many **times to hit each square**.

- Upper Squares: 3, 2, 1
- Middle Squares: 2, 3, 2
- Lower Squares: 3, 1, 2

This will let you move beyonde puzzle. Look around though, as you can find a **Rainbow Conch**.



This area is mainly meant to hide the **Vial of Time** though, as you can see. Head up and claim it! This is what our alchemist friend needed... After that, head to the Archives. We will get **a lot** of scenes here, so enjoy! Once several scenes play out, we will learn that he is coming with us: **Resh'an The Immortal Alchemist joins the party!**. Well, this is pretty cool. The change of clothes is nice too. Seeing him interact with others is also unique. Anyways, we are on to **"Mesa Island"** to the northeast, but we're going to do some world exploration first!

World Exploration

Enemy	Treasure list
	Rainbow Conch
	Moraine's Office Key
	Moonstone Bracer
	Lucent Crystal
	Rainbow Conch

OK, so we're done with this portion of the walkthrough, but BK want's to do a little exploring around the world, as we can turn in some items and gain some bonuses at this point **before** going back to the Alchemist!

First, out on the World Map (the ocean), I want you to head to the **"Fish Island"**, just to the east of your starting island. There's not much here, but there is an un-stocked fishing location. Which means no fishing, but there is a semi-hidden chest here to net you another **Rainbow Conch**.

Next, go back to your village of **Mirth**. We have several things to turn into Jirard here. Give him the **"Inn Plans"**, **"Shop Plans"** and **"Fishing Hut Plans"**. Note that we don't have an Inn Keeper yet (there will be a post outside saying one is wanted), but you can now shop in Mirth and visit the fishing hut.

First up, the Shop!

Item Name	Cost
Docarri Armor	82G
Thalassic Cloak	86G
Abacus	32G
Salient Sails	135G

Item Name	Cost
Red Berry	2G
Tomato	2G
Lettuce	2G
Potato	2G
Bell Pepper	4G
Onion	4G
Grains	4G
Apple	4G
Peach	4G
Meat	4G
Bone	6G
Dairy	4G
Egg	6G
Maple Syrup	8G
Recipe: Croustade	160G
Music Sheet #3	56G

Although the equipment shop doesn't have much here, the item shop actually has almost all cooking ingredients, and more importantly the **Recipe: Croustade** and **Music Sheet #3** you can buy. Make sure to grab these.

After that, we should go to the Fishing Hut, as we can actually get rewards here! This place will reward you for catching different types of fish. BK has caught 12 already, so just for talking to the man here you can get the **Stereofilament Line** and the **Mithreel Rod**. Definitely claim both of them!

As a bonus, you can go outside to the right here, jump in the lake to the north, and swim up to get a **Rainbow Conch** here.

Next, go visit the Headmaster's House. You can get **Moraine's Office Key** here from a chest. He doesn't say a word about the Dweller or the fact we're taking his office key...

Well then, since we have that, go ahead and head back to his office (I'm glad we made that shortcut to the first island). Once you enter his office, you'll see a weird slab here (I feel like someone needs to translate this!). However, there's also a chest with a **Moonstone Bracer** here.

This item gives you **Magic Attack +10 and Lunar Shield costs -2 MP**. Which is really good as you can probably tell. A must-have item!

OK, next up I want us to go to the "top middle island" on the world map. This area has a ??? spot and a fishing spot. I'm only interested in the fishing. Go ahead and visit the **"Sulfuric Basin"**. We can catch two new fish here, but as always we're going to list this area as its own section.

- Sulfuric Basin (or pg.157)

Still, it you catch the two fish here (and you've been fishing this entire game), you should have 14 fish caught, which means you can return to the Fisherman's Hut for the **Bearing Reel**.

Next up, a chest we couldn't get to before. For this one, head back to the **"Jungle Path"**.

There is a light puzzle here, very close to where the wooden bridge was. Head to the wooden structure (you may need to hit a switch to make the bridge rise again) and you should see a mirror nearby. We want to make the mirror point northeast (facing right).

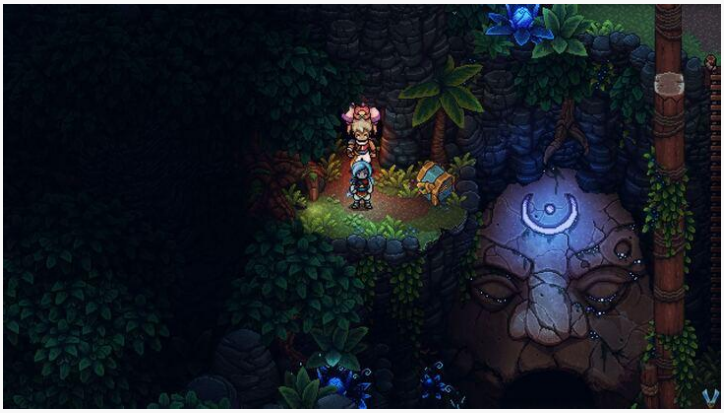
After that, head left and up to get to the main "light puzzle" area. Now that we can control time naturally, make the light shine on the glyphs here to raise up some mirrors. Those mirror that are below you we need to line up as well.

Make the left mirror face to the right (with the glass facing down/right), and the right mirror facing up (with the glass facing left/up).

Now go shine the light on the glyphs again: first the right glyph and then the left one. This should make a beam shoot up towards us, bounce off the mirrors, and hit the statue face nearby, which makes it raise up.

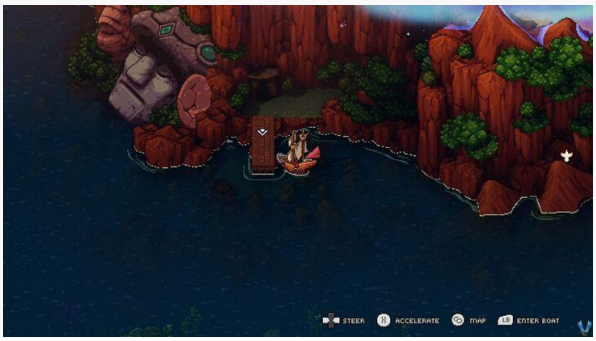
Head inside and we'll have to fight some enemies. After that, take the vines upwards to a chest here, for a **Lucent Crystal**.

You'll see this item "Generates one more boost charge when initiating combat", which isn't bad at all (I gave it to Valere and gave Garl her Abacus). Jump the gap here, follow the path, and get a **Rainbow Conch** outside.



That's all we have to do here. Next, let's go see the Alchemist. On the way though, you can visit the Conch Merchant and turn in your Conch items. This netted BK the **Recipe: Poutine** item.

And that's about it! Go ahead and head back to your ship and go northeast to Mesa Island!



Sulfuric Basin

Hey there! It's time to check out another fishing hole! This one is on the northern island (the one with what looks like a volcano).

Note that you can come visit the **"Sulfuric Basin"** before we have to come to this island at all. We may as well: you can now start getting rewards for fishing, and if you've been following this guide you likely already have 12 different species of fish caught.

The good news is that this area has two new fish to catch! They are pretty easy to catch as well. If you get these two, you should then have 14 fish caught, and can return to the Fisherman's Hut for the **Bearing Reel**.

First though, note that there's no merchant or produce nearby. This area is pure fishing. Very "bah" worthy!

This fish you can catch here are as follows:

- **Rock Shrimp**
- **Lava Koi**

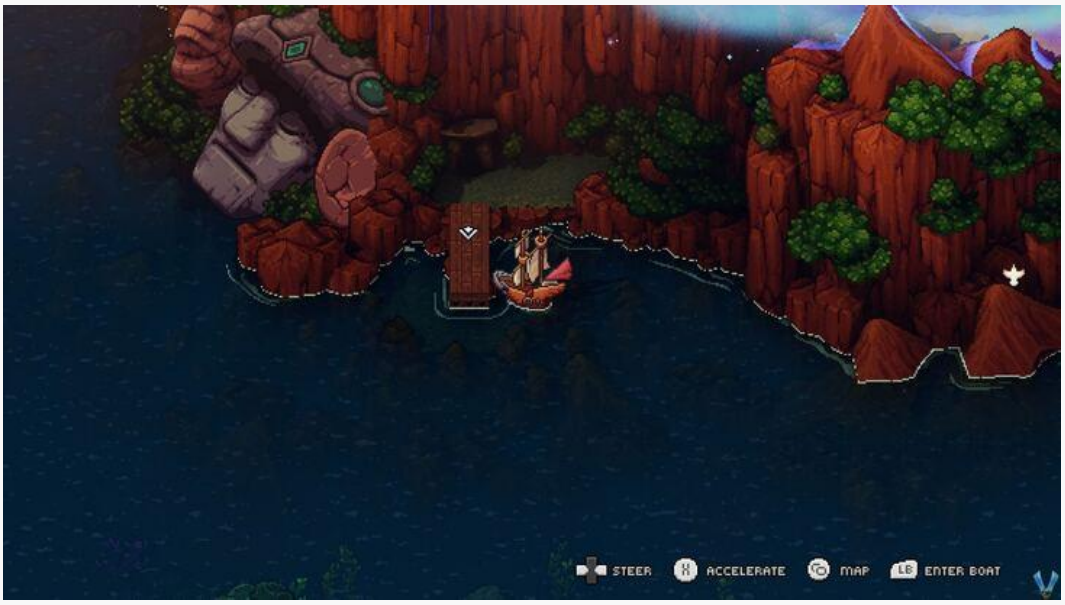
The shrimp in particular is very easy to catch. Catch them both and turn them in!

That's it for this area! Continue on with the game!

Mesa Island (Autumn Hills)

Enemy	Treasure list
Tock	Oaken Armor
Grassassin	Maple Cork
Rochecrossidere	Rainbow Conch
	Recipe: Parfait

OK, it's time to continue on with the main story! Your goal here should be to head to **"Mesa Island"**, as the map shows, to the northeast.



Once you get there, we'll dock on the southern side of the island. Head to the only place here and then go to the northwest to get some scenes.

These scenes are pretty classic. The Alchemist definitely has some powers, doesn't he? Enjoy the scenes here and soon our new stone-faced friend will open up the island for us... even if it does take a couple of tries.

Simply head up the cliff here and we'll be on the world map for this island.

NOTE: Be sure to go **Camping** when you get out to the world map. We have two new **Stories** here: **New story unlocked: The Two Alchemists** and **New story unlocked: The Nomads of the Seas**. Listen and enjoy both of them here!

Once you're ready to continue, head forward to the **"Autumn Hills"** area.

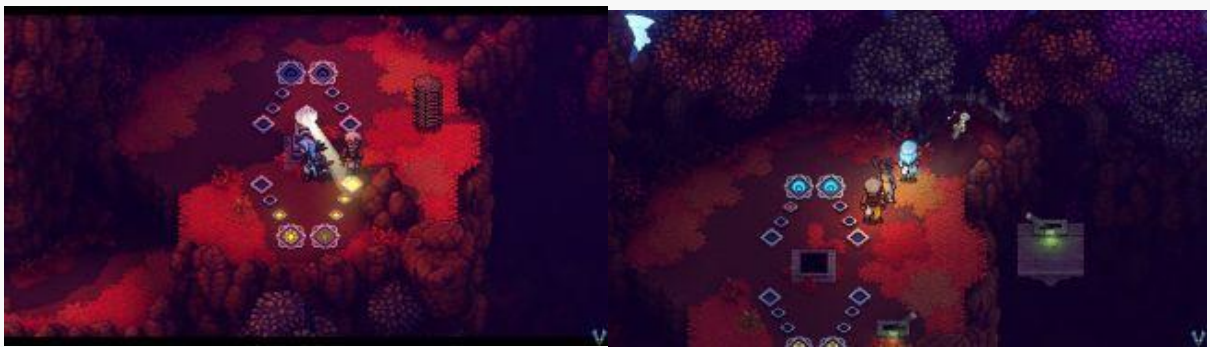
The music in this area is pretty cool. Head inward and ignore the tree trunk here to get some **Honey** and **Berries** first, then go back and use the trees (and your grappling hook) to get into our first fight here. Note that you can try out our Alchemist if you want. He can break poison and arcane locks, which are brand new. He can also heal the party as a whole. Very nice!

This is the **"Tock"** enemy. They like to roll straight at you, but die fairly easily (and are easy to block). Their charge attack has them firing quills at everyone in the party (individually). Take them out and head right. Take the lower path first, as it is a dead end with a chest on the way to get some **Oaken Armor**.

Equip that on one of your Solstice Warriors and head back. Use the platforms here to cross the area, then continue right as we run past several trees and rocks. We'll end up fighting a new enemy coming up: the **"Grassassin**. They like to stab with their leaves and if you let them charge they'll attack the whole party (requiring individual blocking).

Not hard to take out at least! Continue on to another wood stump, but this one you have to use your grappling hook to get to the next one. Drop down for two **Honey** pots, then use your grappling hook on the first stump to get back. Make your way over to the right and we'll see a light puzzle.

Here, blow the leaves away and you'll see two moon icons and two sun icons. We only have time to make two matches, so match up the two moons and then the two suns for two items to unlock (and the puzzle disappears).



You can now claim a new combo move: **Valere and Resh'an learned combo skill Arcane Moons!**.

Hit the switch here to cross over, into another fight with the two enemies combined now. Fun. We'll move onto a cave after that.

And... well, there's a man down there. Jump down and talk to one of the most oddly-placed merchants ever!

Item Name	Cost
Ornate Bo	126G
Oaken Armor	93G
Peach Strudel	28G
Hearty Stew	28G
Music Sheet #4	50G

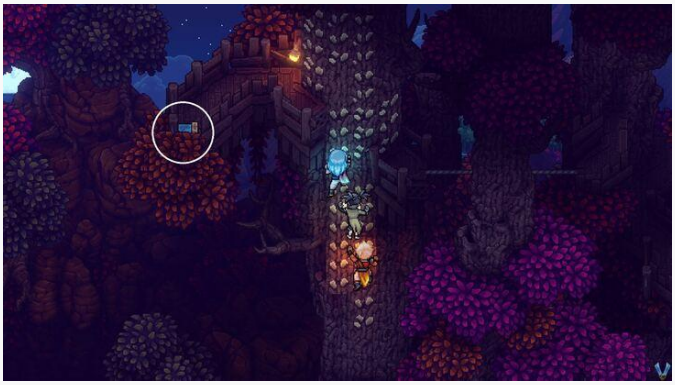
Definitely buy the Bo Staff and Music Sheet here. The armor if you wish as well.

OK, climb the tree and let's exit the cave. Head outside and jump down to the lower area. There's some **Honey** here, and you can see a fight up ahead. Fight the enemies, then look around. There's a chest to the south, and to the northeast is a wooden platform we can move around. Use your wind ring to shoot it to the south and then left to set things up for future us.

We're now future us! Head back to the left and climb the stump, then use your grappling hook to go right, then southeast. Kick the ladder down here, then use the stump you pushed to get to that chest. Open it up for a **Maple Cork**, a weapon upgrade for Resh'an.

Jump down now and push the stump to the middle area. We want to use it to go right. You can do so, then climb the ladder to go right. On the way is some more **Honey**. Grab it and start climbing the far tree.

We'll use our grappling hook to go left, then on the next tree use it again to go upwards (don't just... jump off... not that BK did that...). Follow this path and take the upper climbing route to get to a semi-hidden chest for another **Rainbow Conch**, then go down and continue on to the right.



We'll head through a large cave opening and out into another area. There's a fight with a bunch of Grassassin enemies coming up, along with those roly-poly enemies, so be sure you are healed and consider delaying turns with Serai while you thin the numbers (or go crazy with hit-all attacks).

Head onwards to see a whirlpool in some water. Take it down for some **Prawns** and now simply follow the path. We'll get to a room with a chest that you should open (no chance you're missing this) for the **Recipe: Parfait**. Nice!

Keep following the paths and whirlpools here until we go upwards. There's a point where you can collect THREE **Prawns** in a row before we get out of the water. When you do, you can go left and kick down a ladder to make a shortcut, which is nice, as that was a long detour that we never need to do again.

Keep going right though, and we'll soon be jumping on some platforms and getting in another fight. At the end, there's some **Berries** at least. Continue to the far right for some more **Berries**, then climb the central pole, jump off to the left, grapple to the right, and we can exit to a big cave entrance.

This cave simply has one path forwards: to the right, but we do have a fight on the way. Take out the three Tock enemies here and continue to the right to exit the cave.

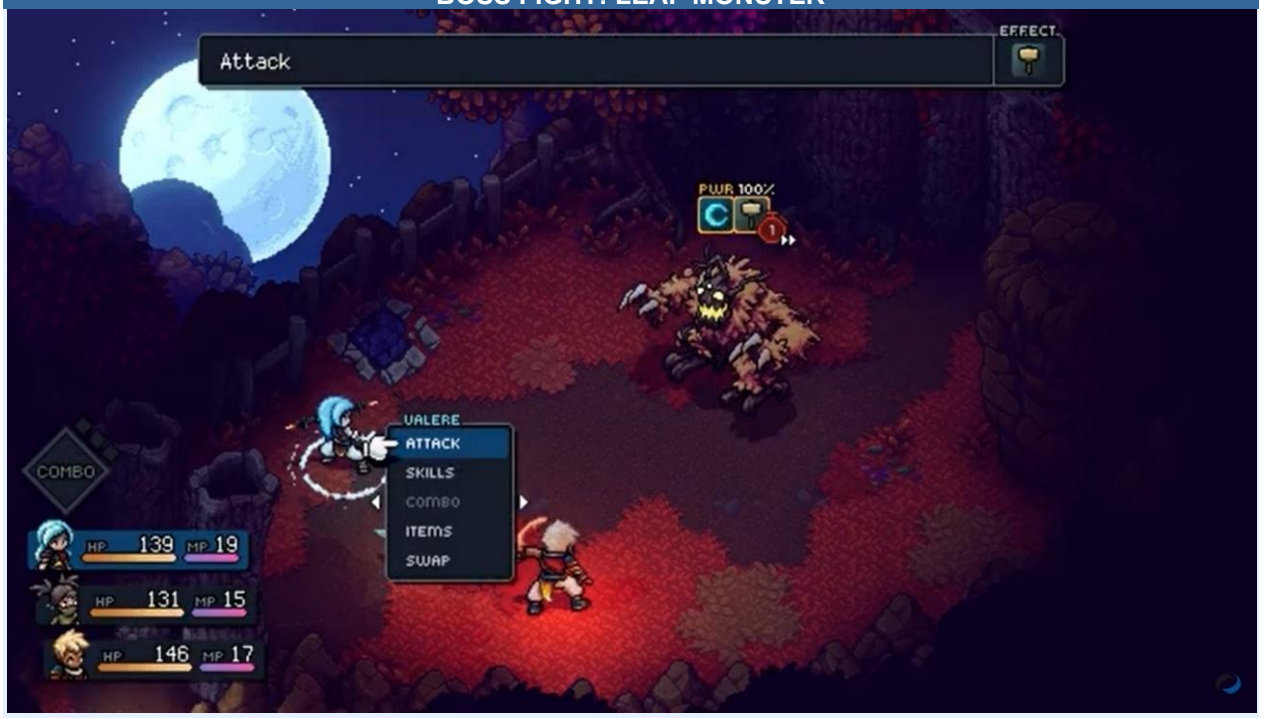
Head right on this screen and kill the enemies you find. Easy enough, honestly, and as you head right we'll start to climb a cliff.

Keep going up and as you'll see... the view is amazing...

At the top is a camping site, so be sure to heal up and use the **Save Point**. There's some **Berries** to the right too, so grab those and once you enter the nearby door we'll be in a boss fight...

Well... almost. After a weird messenger, you will have to blow the leaves here into the pile, then advance time until it is midnight and you see the pile glow. That will start this boss battle!

BOSS FIGHT: LEAF MONSTER



So, this fight is a bit of a gimmick fight, and not a very hard one (especially compared to that last fight, right?!).

So, this leaf monster is a bit weird. Namely, when he has the leaves on his body, he takes very little or no damage. What we want to do is save our best attacks for when after he does his **"Throw Leaves"** attack and becomes... naked. Yeah...

Still, the only other attack he really does is his "Smash" attack. He doesn't even have any real big hit-all moves. Still, you want that throw leaves attack, so let him do it and just save your best attacks until he's naked. That and stay healed. I would save up for the best combo attack and use it when you can.

As always, his moves are below. One of the easier boss fights, for sure...

Leaf Monster's Moves:

- **Smash:** This is a very basic attack, where the Leaf Monster will simply melee you. Very easy to block, and will deal around 30 damage or so.
- **Throw Leaves** This move is the one we want to see! With this move, the Leaf Monster throws the leaves on his body and becomes much more vulnerable. So, when he's "naked" go all out. Note that this move does about 30 damage on the way to a party member, and another 30 (possibly to a different party member) when it comes back to him.

Our party will automatically leave the area once the boss has fallen, but we'll see a certain someone watching from the shadows...

After this boss is defeated, we will also see several scenes, showing some backstory. This is all dialog and backstory, so sit back and enjoy while you advance through the scenes.

Man... I hope we can do something for them both...

Lake Turquoise

Hey there! It's time to check out another fishing hole! This one is on Mesa Island (the one with the giant head that let us in).

You will have to get through the **"Autumn Hills"** area to get here of course, but you're good once you do.

The good news is that this area has **THREE** new fish to catch! They are pretty easy to catch as well: no real struggles here.

If you have been following the guide, you should now have 17 fish caught. Not enough to return for a reward yet, but keep it in mind.

First though, note that there's no merchant or produce nearby. This area is pure fishing. Very "bah" worthy!

This fish you can catch here are as follows:

- **Clockwork Crab**
- **Fluorescent Piranha**
- **Swordfish**
- **Ninja Starfish**

Nothing really stands out to me here. The Piranha love to jump, but you've seen them before. The other ones can move around a bit, but nothing too serious.

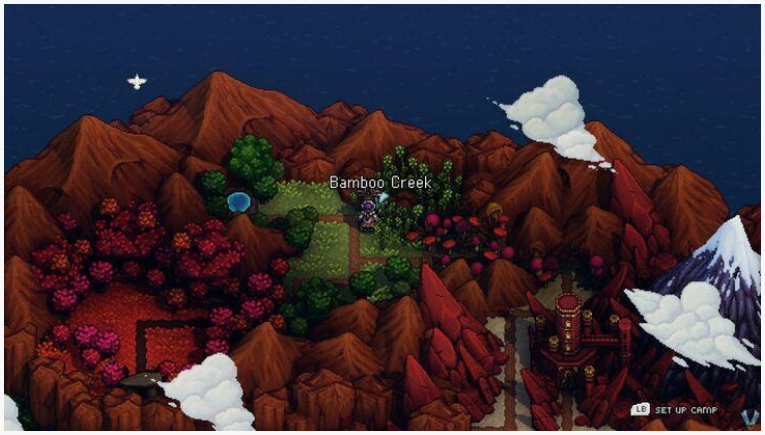
That's it for this area! Continue on with the game!

Songshroom Marsh

Enemy	Treasure list
Fungtoise	Bamboo Slicer
Shroomy Shroomy Knight	Rainbow Conch
Tock	Leaf Cape
	Obsidian Ore x3
	Spirit of Ninja
	Rainbow Conch
	Question Pack #5
	Shroomy Shivs

Bamboo Creek

Despite this page being named **"Songshroom Marsh"**, first we're going to go check out the **"Bamboo Creek"** area to the northeast.



Don't worry, this area is very small. There's a chest here with the **Bamboo Slicer** that Zale should equip right away, as well as a chest in the water with another **Rainbow Conch**.

Grab them both and let's exit.

Now we can head south and enter the **"Songshroom Marsh"**.

Songshroom Marsh

Well... this area is interesting. First, note the mushrooms here, as some of them have faces. And they will occasionally start singing along with this area's music. Yeah...

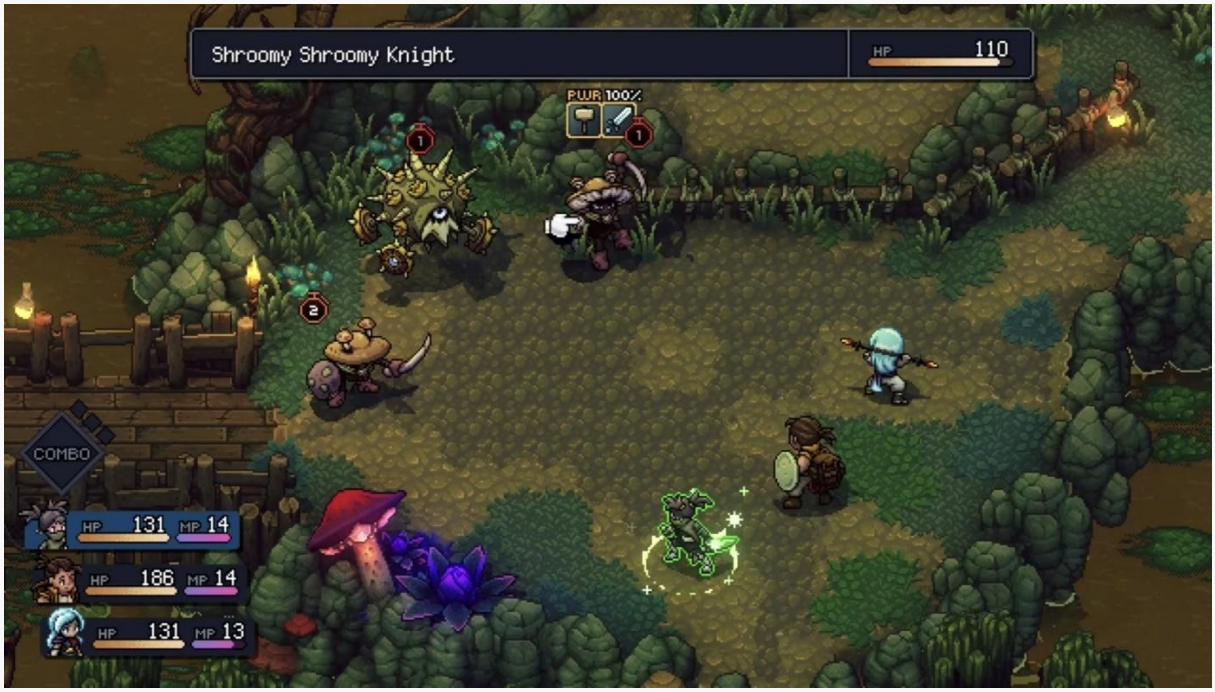
Head south first in this area to get three **Bell Pepper** plants then continue on. Return and head right. We can go north again for a **Save Point** and a camping spot, so make sure you're healed up and save!

Head to the south now, following the path through the marsh. We can go left for another **Mushroom** patch, but then go right to our first fight here.

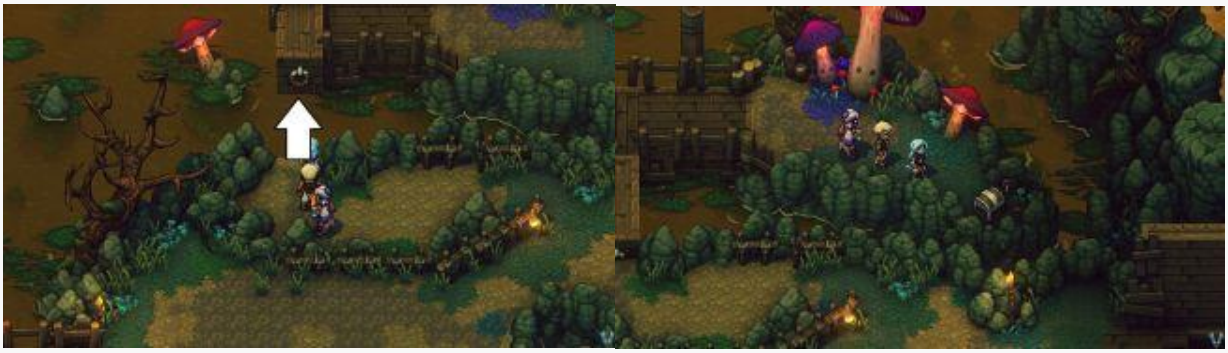
These enemies are **"Fungtoise"** and will either throw a bomb at you (it's delayed a tiny bit before blowing) or charge and smash into you with their body. Tricky blocks!

Take them out and push onto the right. We will have more walkways here, but a ring means using your grappling hook to bridge the gap.

Do so and continue on for another fight. We have a new mushroom enemy here: the **"Shroomy Shroomy Knight"**. He will attack with that sword (easy to block) or when he charges a line of mushrooms goes under your character and after a brief pause, you will have a mushroom explode underneath you. The timing is once again tricky.



Once you kill them, we can continue right. Make your way north (using the grappling hook again) to reach a dead end for a **Leaf Cape**. Really good for somebody.



Continue to the right and we'll shimmy over to the wooden platform and head down. Continue south to a new patch of land (these dumb singing mushrooms are adorable).

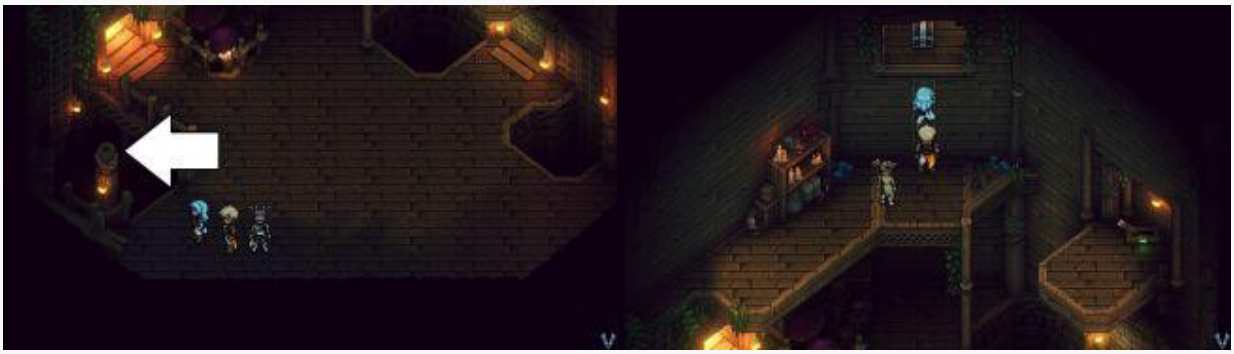
We'll get on a platform and continue right to another small fight. After the fight, head northeast to the switch, then use it to raise that grappling post. You will now follow the post as it wraps you around clockwise around the area, until you can use your wind ring to blow the block to the south.

Jump down on top of the block and we can continue to the right. Just to the north are three **Lettuce** patches. Grab them and head to the right to see a house. Let's enter!

Inside a guard will run away. We can get **Maple Syrup x6** here from a picnic basket, then follow the guard.

In the next big room, attack the guard and we'll have to fight four of them. Nice! Good experience.

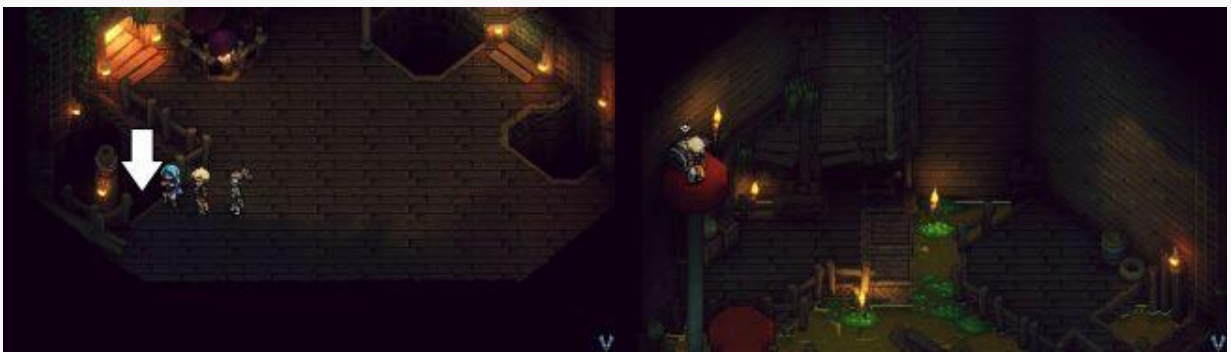
From here, look to the left. See the post? Use your grappling hook, go up, then at the top is a chest for some **Obsidian Ore x3**.



We can't go to the right like we need to though, but still, go down and jump right, right into the hole.

We'll be in the basement area here. You can head back up with the ropes on the wall, but go south first, using the mushrooms to jump to the other side (note the chest). We can blow both of those blocks to the right to find a switch. Be sure to hit hit, then go back up with the ropes.

After that, head to the left and just jump into the pit (don't grapple) and we'll reach that chest for the **Spirit of Ninja** item. I put this on Serai and gave Resh'an her item.



Now, head back up and then use your grappling hook to get higher up to get the switch. This unlocks the way out, so go ahead and exit the house.

Continue on and we'll soon reach an area with a time-glyph on the ground and some weird **blue mushrooms**. First, follow the southeast path to get some **Mushrooms**, then go back and use your time powers to make it midnight.

This opens up these mushroom and turns them into **bouncing pads**. Try it. Climb up and bounce on them to continue to the right.

We'll get into another fight as you go and we'll have a path split here. The path to the right has a gap that's too large for us right now...

Let's go southwest first. This actually leads to a time puzzle. Switch to daytime to make the sun mushrooms bloom. Now, we need to either shine the light or them (or not) to jump on them one after the other. This can be tricky as depth perception isn't my forte, but you should be able to jump on one after the other, so use the light to accomplish that until you can launch yourself to the left using a moon shroom (make it night).

Follow this path south, but go down the vines first to reach some **Mushrooms**, then head up and use the grappling hook to continue to the right. We'll be bounced right into a fight!

Kill the enemies here and go south / southeast to find some vines to leave. There are some **Mushrooms** to the right, but to the north is a switch we can use to extend the path up above. You can go to it now with your grappling hook (and that well-placed ladder) to continue to the right.

We will find an area that has a gate to the south we can't open... yet. Continue on and we'll be forced upwards. Keep going north until you get to a house and enjoy the scenes as we meet **Yomara**.

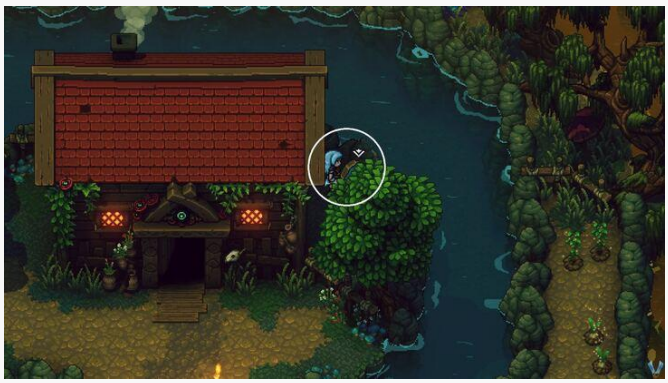
There are quite a few scenes here, so sit back and enjoy. In the end, she'll invite us in to her house, where you'll see a **Save Point**, a fire, and Yomara will tell us she's also got some stuff for sale. More importantly, we get **Yomara's Key** here.

Once you have control, let's see what she has for sale...

Item Name	Cost
Maple Cork	122G
Leaf Cape	86G
Hearty Stew	28G
Peach Strudel	28G
Parfait	21G
Eye of Yomara	799G

Well, that Eye would be nice, but too rich for me. I bet if I wanted at this point I could sell stuff and buy it (cook stuff, sell it, then buy it), but... eh...

Head outside and go around her house (clockwise) to find a chest with a **Rainbow Conch**.



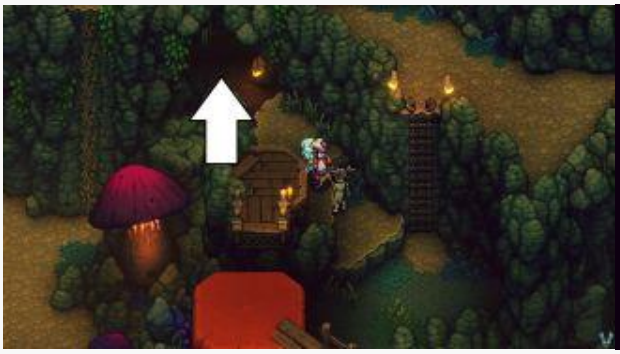
We can also get a ton of cooking materials on her house outskirts: four **Onions**, two **Potatoes**, three **Grain** and two **Berries**. Not too bad.

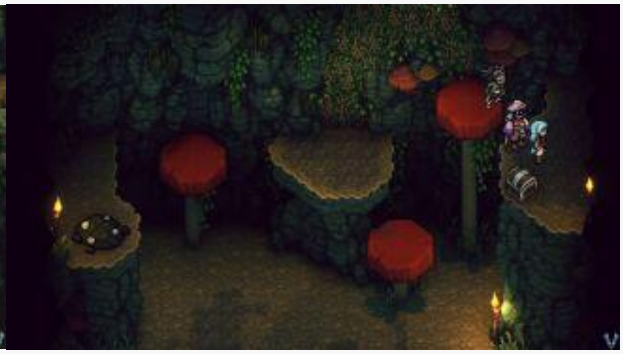
Head back to the south and to the door. Use her key to open it and we can continue.

Proceed to the south to get into a fight. Once you kill them, go straight to the right for a chest with **Question Pack #5**.

We can now continue south to find a plant that will take us upwards. From here, just proceed to the north, climbing vines (we'll do that a couple times) to get higher, where we'll have to head right and kick down a ladder.

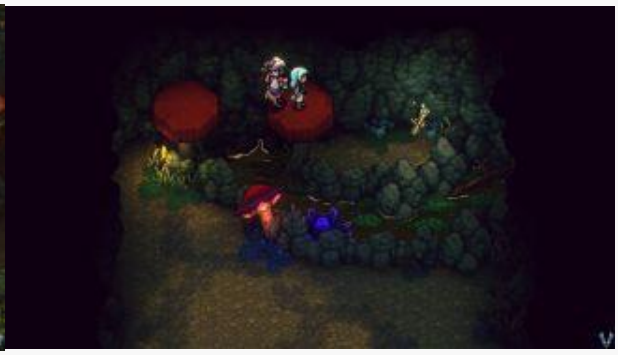
Do so and go down, but head northwest into a cave. Kill the enemies here and we can get the **Musrooms** to the left and a chest to the right. This chest has the **Shroomy Shivs** for Serai, so be sure to equip them!





Head back out and kick another ladder down as you go south. We'll come to a place where we'll balance on a beam and it's a **path split**. Go **right** first. This leads to a cave (that is a dead end) with another fight.

Take the enemies out and in the back is a combo scroll! Go grab it for **Garl and Resh'an learned combo skill Venom Bomb**. Very cool!



Head back to the path split and go north now (the light should bring the mushroom up). We'll be in another cave. Get on the platform to the right here and use the light to raise and lower the mushrooms again. They'll take you to the top where we can exit.

We don't have any fights for awhile, so go right through the linear pathways until you reach a **very large** cave.

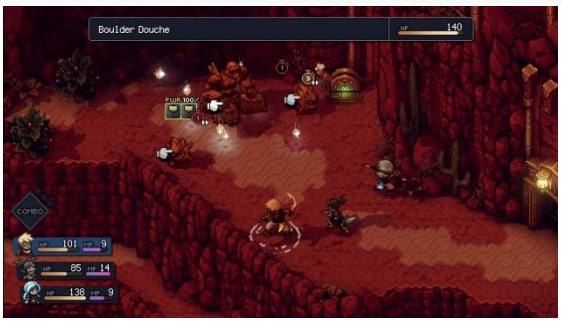
This cave has some sort of fort in it. Don't bother going up the big stairs: instead go to the lower right and use your grappling hook to get up and fight the many enemies in the middle (who were training!).

After you kill them, you can go northwest to get the **switch** to extend the stair walkway... then go do the same thing to the northeast. That's it, an easy pathway. We can exit to the right now.

Clockwork Castle

Enemy	Treasure list
Rochecrossidere	Cog Prototype
Boulder Douche	Sturdy Cog
Cukoo Monster	Garden Key
Strife Minions	Evergreen Leaf
	Rainbow Conch
	Blue Leaf

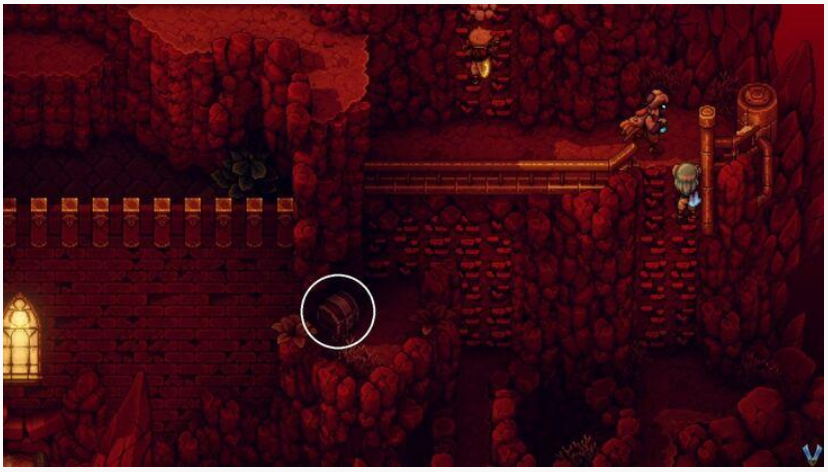
This place is short but fun! This castle gives me point-of-no-return vibes. It's not, but the vibes are definitely there!



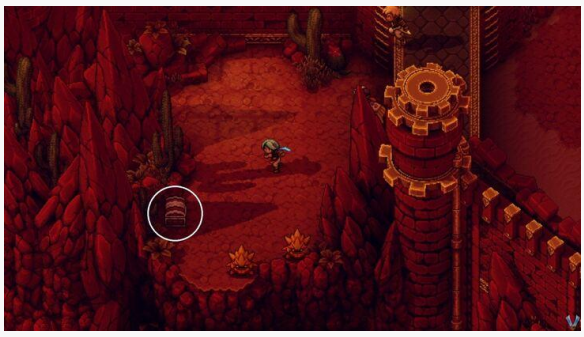
Start by moving forward to see the main gate to the castle. It's closed off right now so head left and follow this path as we head up all wall, go right and up some more just to start a fight against some monsters (note the locked door on the right). We've already fought these enemies before, back in Glacial Peak. They look different but their attacks are practically the same.

After the fight go ahead and take the **Berries** on the left and flip the switch here, then proceed right through the door.

This hall is just for us to go through to the other side so do so and as you exit go down for some **Berries**. Head right, fight the Rochecrossidere enemies here then go **down** the wall first to find a chest at the end of the way with **Cog Prototype** inside. Give this to Teaks to get a story out of it.

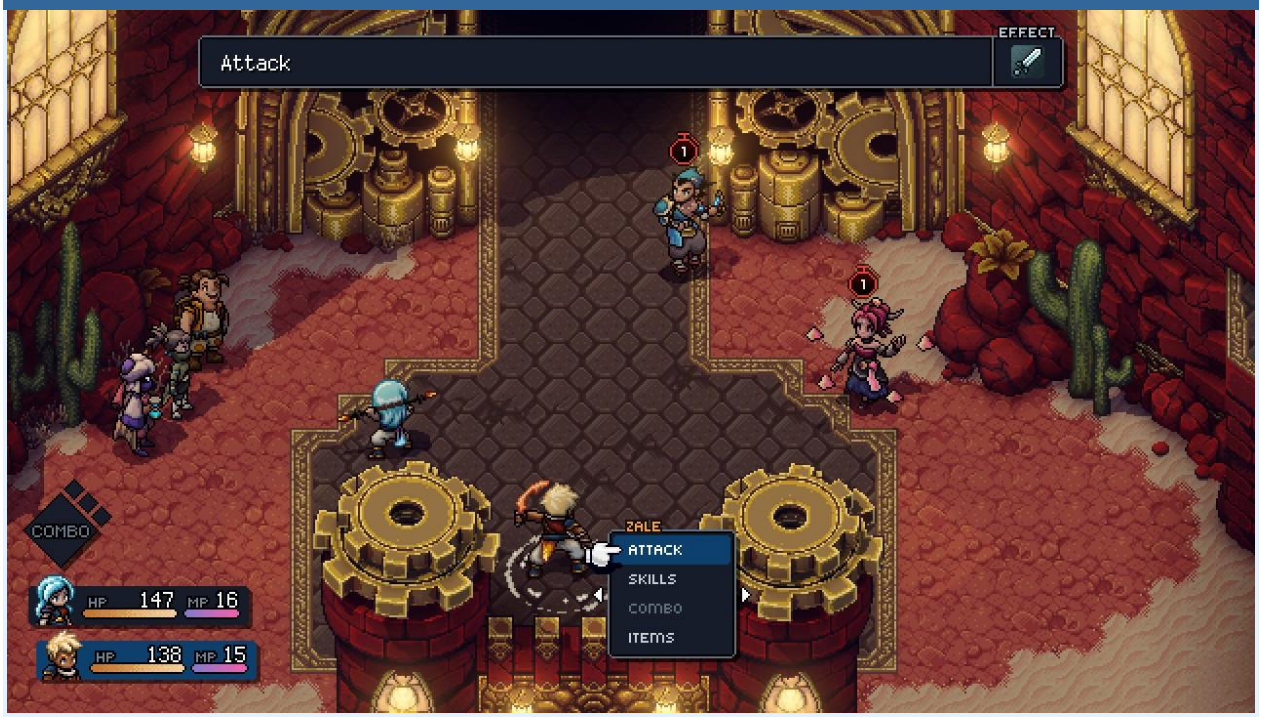


Return and go north this time to find a **camp fire** and a save point. Do save your game and heal up, then go over the wall to the left. Before you check the large door here go left over the other wall to find another chest, this one with **Sturdy Cog**, a weapon for Garl.



Head back to the door and try opening it up for a scene and a boss fight I was not expecting!

BOSS FIGHT: BOSS FIGHT: ERLINA & BRUGAVES



Well, we didn't see this coming for sure!

It seems that Brugaves and Erlina are just trying to just buy time here, but we should still do our best here. It's intersting to note that only Veleste and Zarl are in this fight.

The strategy here is to focus on Erlina of course. She's the magician of the two and is capable of healing the pair, which is the worst attack of course. Her charge attacks will either do her "Searing Pyramid" attack or "Healing Rain" with Healing Rain being a bit smaller.

Still, keep healed and take Erlina out first and this fight is pretty much done. It's worth noting the only way to break some of Erlina's attacks is to use a combo when needed, so try to keep healed with Zale if you can. Or Lunar Shield is good as well. We were able to get through this without using any items.

You've seen all their moves below, but let's go over them regardless:

Brugaves & Erlina's Moves:

- **Nunchucks** This is Brugaves normal attack. He'll use his nunchucks to hit the party member, hitting them three times for around 20 damage.
- **Moonchakus:** Hey, it's Brugaves' moon-chucks! You've seen this before: he'll send small moons out at everyone. Block here on impact of course. You'll take 10-20 damage per character.
- **Sunchakus:** This is the combo attack from Brugaves & Erlina. Brugaves will shoot his moons through her soon, hitting the same way as before and doing 20-40 damage, which is quite a bit more. A good time to use Lunar Shield afterward.

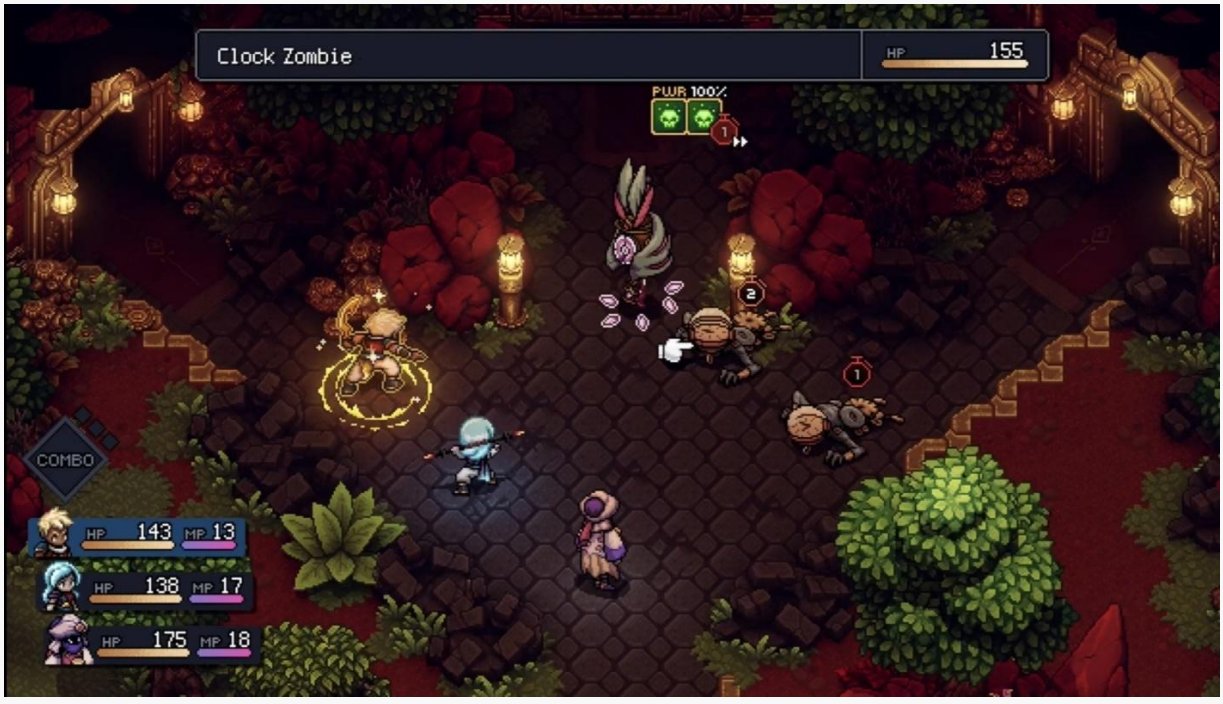
- **Gemstone Beam** This is Erlina's basic attack. She'll sent two gems to shoot energy between both party members, doing around 15 damage each. Not bad.

- **Searing Pyramid:** You've seen this attack as well. Erlina has to charge for this attack. Break it if you can, but if you can't that's ok as this attack only hits for around 25 damage when it hits (not bad with a block).

- **Healing Rain:** This is the one attack you don't want to see (BK only saw it once thankfully). It is also a charge attack, but with less locks than normal. If she gets this off, she will heal both of them for around 90 HP.

After the fight, go ahead and save your game again if you so wish then go inside the castle proper.

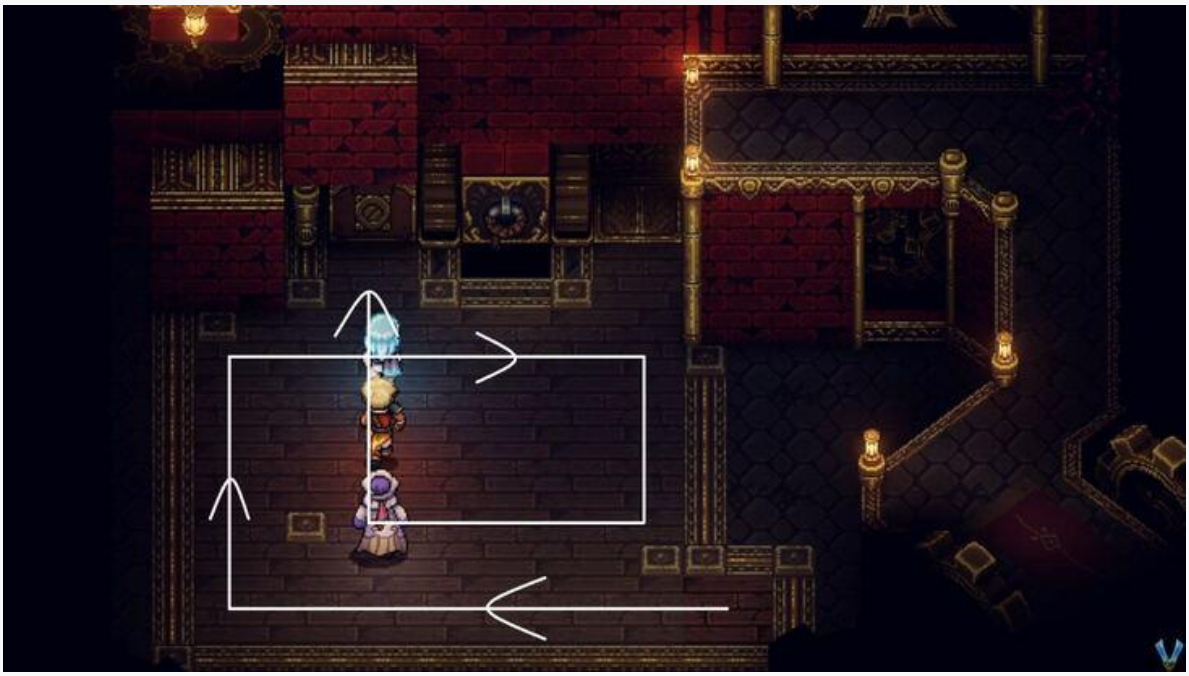
In this initial hallway you'll find all sorts of ingredients, so many that I won't be listing. There's a bit of everything so take your take to go around the room and pick everything up. There's also a fight with some new enemies, the **Clock Zombie**. These guys are very creepy and easy. For the most part they simply jump at you to deal some damage. The **Cukoo Monster** on the other hand, they shoot little cogs at you that are very easy to block, but for their charged attack they like to cast Haste on another enemy. Definitely one of the enemies you should focus on whenever you see them in a fight.



Now, on the northern side we have 3 ways to go. Let's go **left** first.

As you enter jump down to the area below and you'll be in the same fight as before. Take out the enemies and now time for a puzzle. Our objective here is pretty simple: move the block in the lower right corner (with a cog spinning above it) into the holes to the north. Note that there's a block to the north with a ring you can grapple. Doing so will have the blocks inside the holes move forward. This is used to take out the block we're going to move.

That being said, also notice the little stubs on the ground. These help us guide the block to where we want it to go. So for now move the cog block left, up, right, down, left, up. This will make the block go into the left hole and bring out several platforms we can use.



Climb these and use your grapple on the little pillar to the left. You are going to spin it to open the door in the previous room. Nice! Now we just need to find a key!

Jump back down, grapple the ring to have the block get shock back out, then move it right and up to create our way out of here. Head back to the main room and go into the right room now. This one is even easier. Start by dropping down the gap up ahead and take out the enemies. We have a Clock Zombie and one of those Strife Minions from back then. Remember that only Solstice damage affects them so use charged attacks with Zale and Valera to quickly take it out.

After you do, go ahead and step on the button on the northern side to create a bridge going right. Head back up and cross said bridge and open up the chest to find **Garden Key**. NOW we can proceed.

Return to the main room and use the key we just got to open the door. Proceed down the hallway to reach a room, which is another puzzle. The 3 holes you see here and the ring you can grapple are all the same as before, while the left switch will bring out a block with a cog above it, and the right switch will raise some of the blocks you can see on the ground.

For now we want to bring out the block with cog and move it left. After you do use the right switch to raise the blocks, then push the block right and up into the middle hole. Doing this will raise several of the blocks on the ground and create a staircase.

Take this staircase upwards to find another cog block and on the northern wall are 2 rings. These rings, when pulled, will lower the stubs in the center of the passage for a couple seconds. Start by pulling on the right one then move the block to the left. Wait for it to go back in to raise the stubs then pull on the left ring to lower a couple more stubs. Now move the block right and down off the ledge to the area below.

What now? Easy! Pull the ring to take out the first block and lower the staircase, then move the blocks into the left and right holes. In doing so you'll create a much bigger staircase in the center you can then take into the next area.

Follow the hallway to reach... a pub? People? What is this? There's a save point and a chimney you can use to rest if you wish. Go ahead and do so and talk to the people here if you wish. The first guy with glasses is a shop.

Item Name	Cost
Ornate Bo	140G
Bamboo Slicer	140G
Shroomy Shivs	144G
Leaf Cape	96G
Oaken Armor	104G
Hearty Stew	32G
Peach Strudel	32G
Parfait	24G

There's not much to buy here. You can get a Leaf Cape if you wish and a second Oaken Armor for the other Solstice Warrior. But what we really want to do is talk to Cael in the upper right corner. Approach

him for a little scene where he'll help us against the Dweller and the Acolytes, giving us access to the area where the Watchmaker is.

In this next room jump down to the area below and pull on the ring on the northern side. You'll see what it does: it raises a platform to the south. Go ahead and quickly climb the nearby ladder, cross the bridge going south and use the platform to reach the switch.

Doing this will retract the bridge. Now jump back down and stand on the button to create a horizontal bridge. Go up the ladder and take it left across the room and into the next one.

We are now in an elevator room. We'll be stopping on several floors in order to reach the top so let's get started. Of course use the switch pointing up to go up one floor then take the northern bridge to reach a switch with 2 buttons. These buttons will create a bridge to the left and right sides of this floor while the switch is pretty much to reset the buttons.

For now step on the left button and take the bridge left into the next room. This is a Ridiculously easy puzzle. On the bottom of the screen is a block with a grappling point we can move around, and you'll also see two recesses on the ground, one on each side. We pretty much want to push the block to one side, go up the ladder in the center and grapple across. This gives us access to the ring. Pulling it will remove one of the barriers for the chest in the center.

After you've done one side, you pretty much want to do the same on the other side: move the block, climb the ladder, grapple across and pull the ring. Doing this will grant you access to the chest which has **Evergreen Leaf**. This one gives the wearer a whopping +30 HP. That's quite a bit.

Return to the main room, bring out the bridge on the right side and go through to the next room.

Here start by taking out the enemies walking around and then we'll have 3 switches to the north we can mess around with to raise the platforms. Like other puzzles similar to this, flipping a switch will raise that platform but drop another so we have to do it in order. From left to right you want to go:

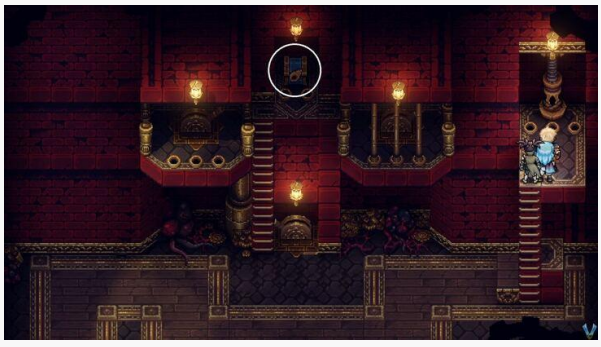
- **3, 2, 1, 2**

Easy puzzle! Climb the nearby ladder and use the platforms to get closer to the little pillar to the left where you'll need to use your grapple to wind it up. Doing so will grant us access to the next floor, so return to the elevator, retract the bridge and use the switch to go up to the next floor.

Here grapple to the left and go through the door to the north. In here we'll be ambushed by 3 enemies. Not too bad of a fight. Take care of them and from here move the block on the left (with the ladder) all the way to the right, then flip the switch in the middle of the room. This will raise the floor and open up the switch above.

Move the block with the ladder to the left, climb it and flip the switch up here to reveal another switch. Jump down, flip the switch on the bottom then move your ladder block down, left and up. Doing so will get you up to the next switch, which in turn will open up the pillar to the right we need to wind up.

Move the ladder block once again to the far right and wind up the pillar. This will create some platforms in the main room we can use to cross to the right side of it, but will also open up the chest here that has a **Rainbow Conch** inside.



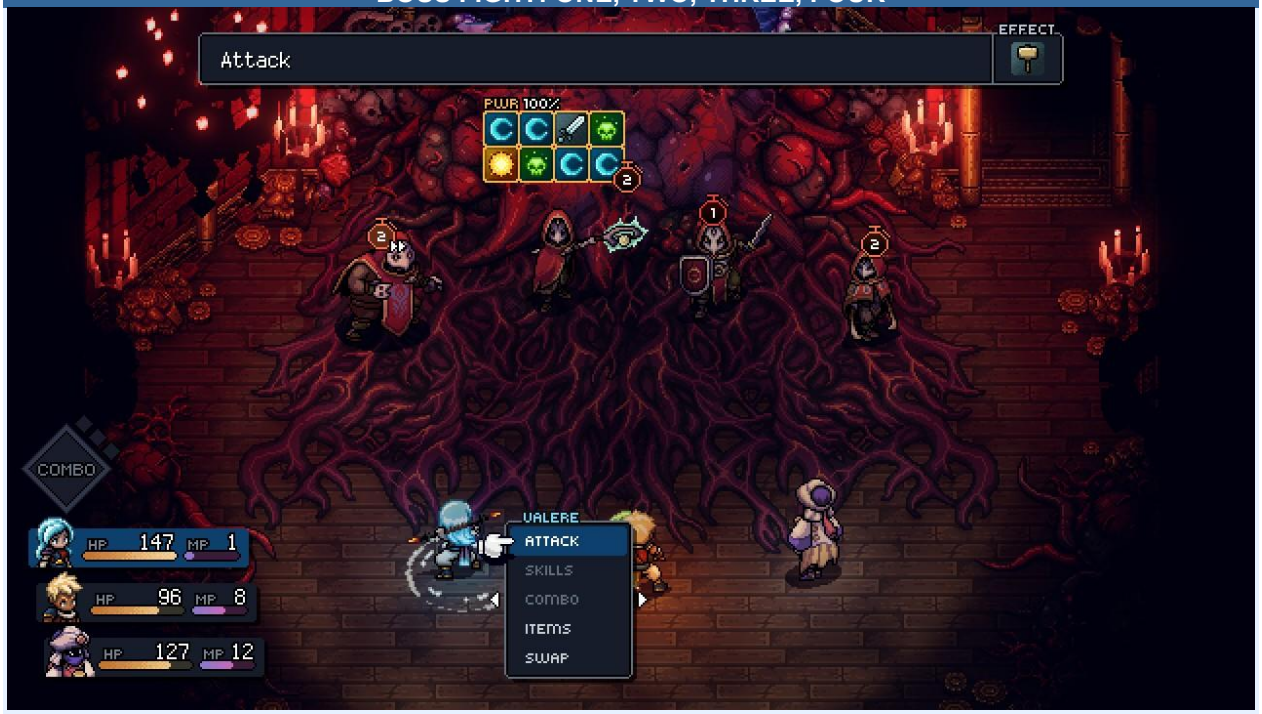
Return to the previous room, use the newly created platforms to reach the button on the right side and step on itt to create a bridge to the elevator. We still can't take it upwards so go right instead, drop on the thin platform and pull on the ring to create a passage. Cross it and you'll have to climb, shimmy across some platforms but you'll eventually go into the next room. In here grapple across the pit, climb the wall and wind up the pillar to activate the elevator. To get back though you'll need to pull the ring to the left. It raises a large platform (the entire floor actually) but alongside it some monsters. Nothing bad.
Before we leave though, make sure to check the upper left corner to find a chest with **Blue Leaf**. The Green Leaf accessories increase our HP, but this one increases our max MP. Really useful actually. I didn't equip it but I can see it being useful for Resh'an given how expensive some of his skills are.

Return to the elevator room now and onto the elevator itself and take it upwards to the next floor, which is the last one. Head north into the room to trigger some scenes with the Watchmaker. She's rather cute. Doesn't say much but we end up getting the **Master Key**. Thanks?

There's a table here for a **Wheels Game** as well.

Head back to the elevator and take it to the bottom and return to the kids. Talk to Cael then open the door with the Master Key. After that though, before you go through make sure to save your game because, well you can guess what's going to happen. Heal up, save your game and head north through the door to trigger some scenes in the next room and after that a boss fight.

BOSS FIGHT: ONE, TWO, THREE, FOUR



Now we have to fight all four of them! Well, this should be fun!

To be honest, when we were fighting them before, the boss fights felt like... warm-ups. This feels like a much more proper boss fight.

However, we **know** these combatants now, which helps a ton. For example, you already know to **take out TWO first**, as the resident sorcerer who can heal everyone. He is our first target for sure.

After that, we want to take **three out**. He has the more dangerous moves plus, once two is out, One and Three are the only ones left that can combo. Once you take three out second, this fight is all but won.

That said, save your combo for healing and focus on taking two out as fast as you can. Take three out next, then four, then one. Keep your health up and this should be pretty easy.

One, Two, Three & Four's Moves:

- **Spread Attack:** This is one of Two's Moves. This is his regular attack, where he'll shoot out an energy ball that goes to everyone, and then has it flash upwards at you. Try to time your block shortly after the energy reaches everyone to reduce damage.

- **Smash Attack** This is one of Four's Moves. Well, actually the only move he does. He will come at a single person and just try to smash them (Four Smash!). This attack is pretty easy to block, butwill do around 25-30 damage to a single party member.

- **Todome** This is one of Two's Moves. This is his big charge attack. He will essentially carve out the ground that Four is on, and then Four will use the ground to smash someone. Ridiculous. Really cool to see, which is good as you're probably not destroying the 10-lock charge in two turns to stop it. It will deal around 70 damage to one party member.

- **Group Heal** Well, hopefully you'll never see this move! This is Two's other charge attack (the smaller one), that you should be able to break in time. If you don't, you'll see that Two heals the both of them for around 135 HP each. Bah...

- **Sword Stab:** This is one of One's Moves. It is a simple attack: they stab at you straight ahead with a sword. Love to see this move. It does 15-20 damage to a single party member.

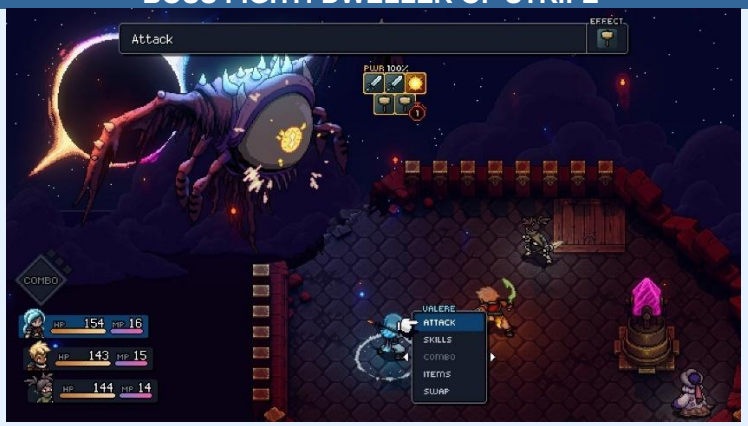
- **V-Attack** This is the duo's combined move. They will both move at the same time (usually end of a turn). Three gets behind someone, attacks through them, hits the shield, then attacks someone else. Try to block on contact of course. This moves will do 20-30 damage to each person hit.

- **Claw Swipe** This is one of Three's Moves. It's a simple claw swipe (he usually hits up or down). Try to block when he strikes of course. He will hit two different party members when he uses this move, usually for 30-40 damage each. Definitely the most damaging move.

After the boss fight heal up and save your game (no need to save in a different file, but feel free to do so). Exit this hallway to trigger some more awesome scenes (that eclipse looks amazing!). Now start crossing the bridge for some more scenes. After it you'll need to book it. Run right and make your way through the broken bridge. There's no enemies or treasure and it's pretty straightforward.

At the end we'll find Locket selling us stuff (REALLY? At a time like this?). It's the same as before so buy anything you want/need then climb the outside of the tower to the very top where another scene plays out and another boss fight.

BOSS FIGHT: DWELLER OF STRIFE



Here we are! Finally going into the fight of our lives! All but Resh'an of course...

Thankfully, this fight has us having a lot of help. Like every Dweller, the only way we aren't doing 0 damage is using Eclipse Magic (or boosted attacks), but even those only have us doing 12-25 or so damage. Which, as you can guess, is not enough.

That's where the Crystal Cannon comes in! These kids have literally set up a way to weaponize our latent magic. And the best part is we don't even have to do anything: as long as you attack with a **skill or boosted attack** during this fight, the cannon will absorb it, make the crystal extend further up, and then fire on the boss.

When I say "fire on the boss", I mean it uses the **Eclipse Laser** for 5000+ damage. Yeah...

Still, that means our goal is to just survive during this boss fight. Healing comes first whenever you get close to death (Garl is great here), followed by using skills or boosted attacks of course. Use your combo for the sun/moon shot with Velere and Zale (it charges the cannon twice). Use Garl to heal / make boosted orbs.

And that's pretty much it. Use items to heal if needed, but once we get three shots with the crystal laser, this fight will be over.

Man, if only that thing didn't hit the tower so gosh darn much...

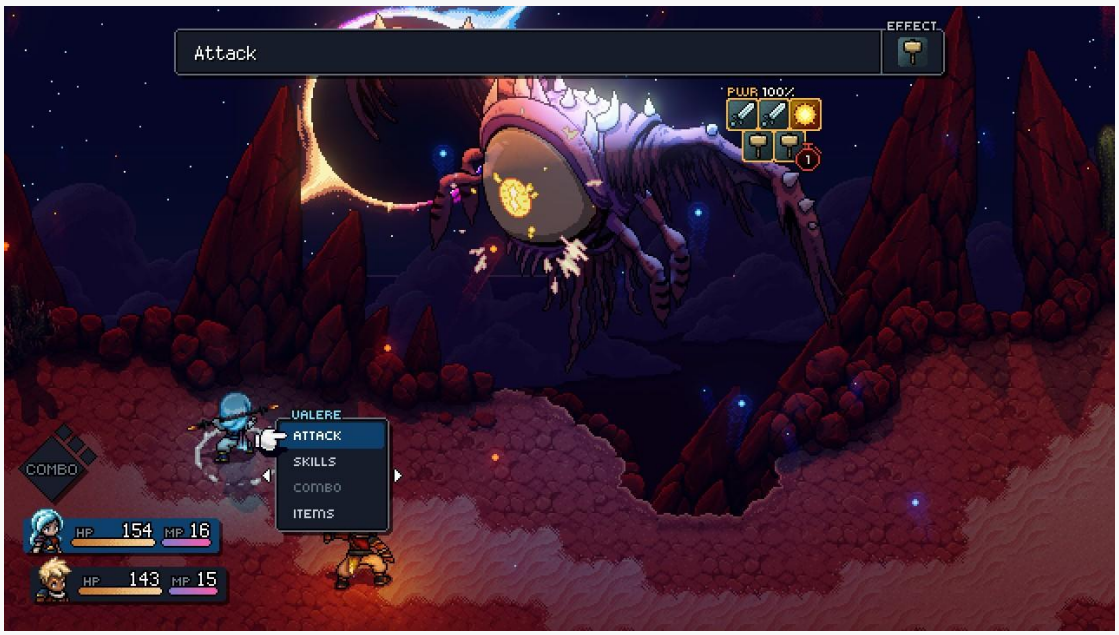
Dweller of Strife's Moves:

- **Eye Shot** This is the Dweller's basic move: a basic eye laser shot at one party member. Block on contact. This only does around 20 damage, so hope you see it a lot!

- **Eye Beam:** This is the Dweller's charged attacks. Well, one of them. This eye beam is much bigger than the eye shot, and will deal around 115 damage, which is not good. That will nearly kill any of your party members (I'm sure... they can't take two of those shots), so be sure to heal up with an item or Garl right away.

- **Crash:** This is the Dweller's other charge attack. He'll fly up into the air and then crash down onto everyone. This will deal 45-55 damage to everyone. A great reason to have Lunar Shield on everyone if you can do so.

After the fight we'll have some scenes and we'll regain control of Valera/Zale. We need to find the other Solstice warrior so head right to find them fighting the Dweller. We'll actually fight it but after a couple of turns the fight will be interrupted and we'll have an extremely long scene play out, and EXTREMELY good one as well that's going to explain a lot so sit back and enjoy!



Once the scenes are over, so too will this page so I'll see you in the next one where we have to proceed with the main story and once all the scenes are over.

Reaching for the Sky – Chapter 3

How'd you like those last scenes? I'm not going to lie, I shed a couple of tears. Really got me! But it's a JRPG so he'll be fine.

That being said, we'll regain control on the world map right outside the Mountain Trail. Use the nearby landing site get shot towards **Khukharr**. This is the large face in the water. In doing so we'll be able to land on our ship.

From where we are we'll want to go to the island directly south of us, **Hiker's Rest**. Go ahead and land here.

Skyuward Shrine Bridge

Not much going on here... actually there's nothing here. Go north up the stairs and head straight north to a dead end where a scene plays. Remember what the Elder Mist told Valere? Well that prophecy will happen here: she'll create a water bridge for us to cross. How neat is that? Go ahead and head north across it to the actual Skyward Shrine.

Once here simply take the steps upwards (no chests here either) and we'll end up in a brand new island, a sky island at that! Go ahead and leave this place to be on the world map once again. Not going to lie, this brought me the same shock I had as a kid when I first reached the sky islands in Chrono Trigger.

Up ahead, on the left is a new fishing area, **Skybound Lagoon**. Click the link below for all the info you want/need on it.

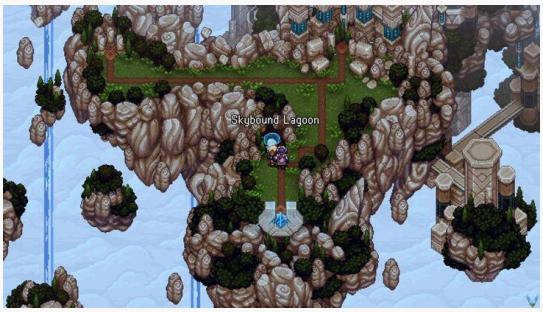
- Skybound Lagoon

Past the lagoon is a fork. Going left is the **Air Elemental Skyland** but we can't do much here thanks to the locked gate (we'll be coming here REALLY soon). Instead head right from the fork and we'll be able to enter the next main area, **Cloud Kingdom**. See you guys in the next page.

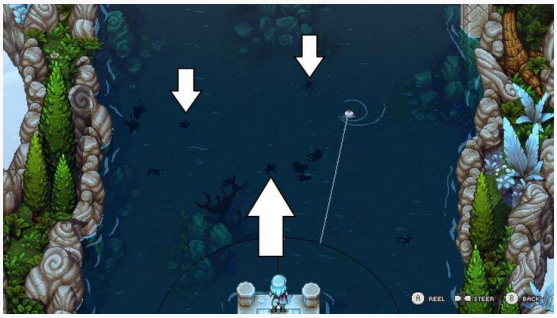
Skybound Lagoon

Hey there! It's time to check out another fishing hole! This one is on the Sky Island.

This one is actually right in front of you as you enter the Sky Island world map for the first time so that's nice.



The good news is that this area has **TWO** new fish to catch! They are pretty easy to catch as well: no real struggles here. Just note that 2 of these fishes look very similar in the water, but one of them is actually a bit thicker than the other one.



First though, note that there's no merchant or produce nearby. This area is pure fishing. Very "bah" worthy!

This fish you can catch here are as follows:

- **Sky Urchin**
- **Cloud Skate**
- **Ninja Starfish**

Nothing really stands out to me here. That's it for this area! Continue on with the game!

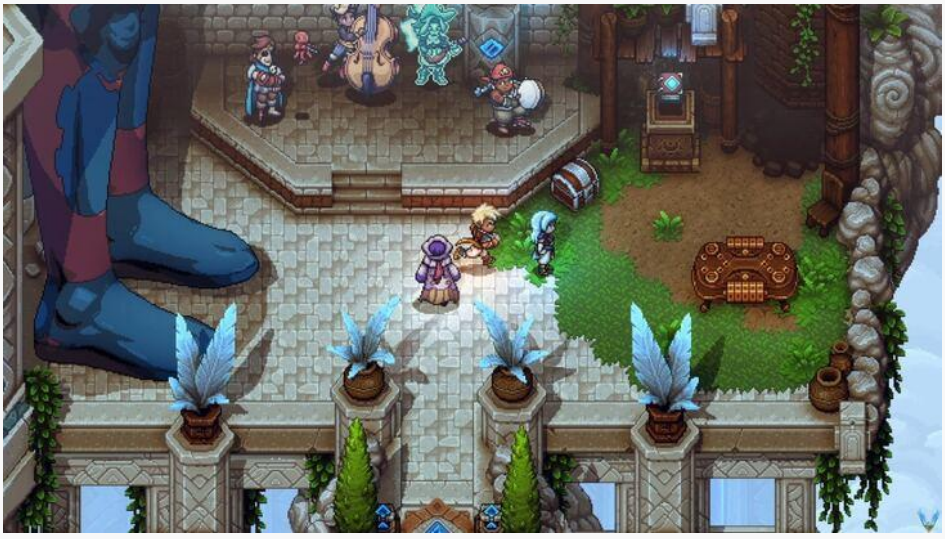
Cloud Kingdom

Welcome to the Cloud Kingdom. When I head this name I think of Super Mario RPG haha. They are nothing alike though.

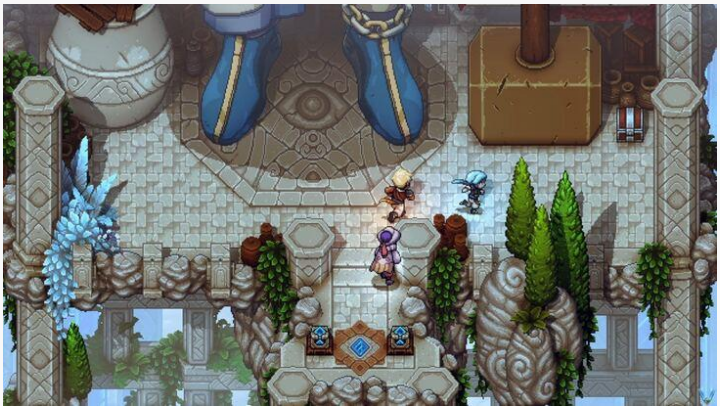
After the initial scene head north following the narrow passages until you see something shocking: a pair of HUGE feet! What's going on?

Are these the people of this kingdom? Seems like it. Next to these feet is a little crystal. Interact with it to be teleported to what looks like an inn. There's a table here for a **Wheels Game** as well. More importantly though, you can find a save point and a chest with **Question Pack #6**.

Also, be sure you **rest** at this "Inn Area" to find a chest with a **Rainbow Conch**.



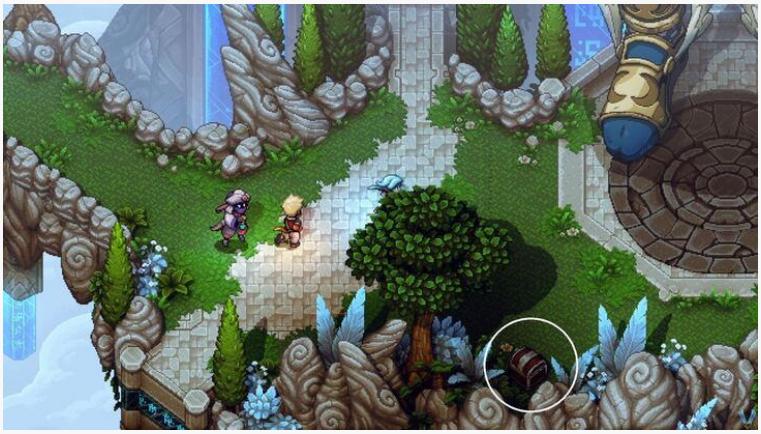
Return and go right. You can talk to the other cloud people as you see them (literally impossible to miss) and as you go you'll see another "house" to the north. Go there to find the shop and a chest to the right with **Truesilver Daggers**.



Item Name	Cost
Cloud Sword	156G
Oaken Armor	104G
Meat	4G
Peach	4G
Bouillabaisse	28G
Hearty Stew	32G
Peach Strudel	32G
Recipe: Peach Strudel	150G
Music Sheet #6	56G

A lot of good things to buy here. Definitely buy the **Recipe: Peach Strudel** and **Music Sheet** here, as well as the Cloud Sword for Zale if you can afford it. I was broke after this, but we won't be needing money for a while so it's all good.

Instead head right past the cloud person (I like how they raise their feet to avoid squishing you haha) and keep your eye on the bottom of the screen to find a chest with **Cloudy Shard**. Give this to Teaks for another little story. It is also a good idea to equip the **Eye of Yomara** or at least the **Abacus** on Resh'an at this point in time (you'll see why in a bit!).



Go ahead and go north to the next area to trigger another scene. Whoa! This looks awesome! Go ahead and enjoy the scenes that play out here and we'll have our destination... destinations! It seems those visions from the Elder Mist really came through!

As you regain control, make sure to open the somewhat hidden chest behind the pillar for a **Rainbow Conch**.

Return to the previous screen now for some more scenes. We decide to split up and tackle all the places we need to visit at the same time. Even Resh'an splits in three to go to all 3 places (as crazy as that sounds!):

- Zale will go to the Air Elemental Skyland.
- Serai will go to the Nightmare Sea.
- Valere is going to the Volcano (soon to be Kiln Volcano).
- Garl is going to go get Malkomud, the mole that could use earth magic.

Like I said above, Resh'an will be going with Zale, Valere, and Serai so it'll be a pair for each trip.

And with that being said, I'll have each one of these in their own page so I'll see you guys at the Air Elemental Skyland with Zale and Resh'an.

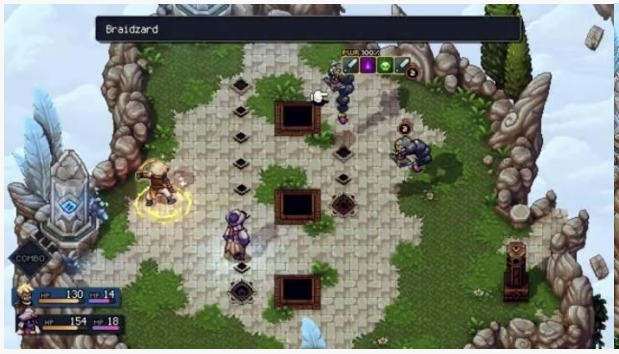
Air Elemental Skyland

Enemy	Treasure List
Braidzard	Cypress Cork
SlingRabbit	Rainbow Conch
	Assassin's Pin
	Sky Armor
	Azure Cape

Welcome to the Air Elemental Skyland! Start by opening the door with the Wind Key and check the large blue crystal up ahead. It seems Zephyr is within this crystal and we'll need to break it open to get it. This blue crystal... we've seen it somewhere else, huh? Do you remember? We'll get to that later.

For now head north past the crystal to find a light puzzle alongside a fight against a new enemy, the **Braidzard**. These guys like to attack by spinning and slamming you with their tail. This strike hits you with lightning so that's when you block. Their charged attack is a bit more dangerous as they summon a little tornado that shoots 3 wind blades to the same character in rapid succession. Be quick and block all 3 attacks.

After the fight a crystal will appear, allowing us to solve this puzzle. It's a bit straightforward thanks to the massive difference in time we have for both, but shine the light on the left one ffirst to have a mirror appear at the bottom. This one you want to turn so that it's facing northeast. Once you do quickly move the light over to the sun side (right) to have the laser appear, hitting the mirror and activating the device.



Go ahead and use this wind ring (it's the same as the water rings from the previous dungeon!) to travel to the next area, which we'll call our hub. There's a **camp fire** and save point, but as we try to use them we'll be ambushed by some monsters, amongst them a new one called **SlingRabbit**. These guys aren't that bad and do as their name implies: they attack using a slingshot, and for their charged attack them do the same, but against all party members and 3 times in a row for each.

Go ahead and cook/heal up after the fight and save your game. From here let's grapple to the right across the gap and follow this path. You'll climb down a ladder and reach an open area with another light puzzle.

We have 4 of them this time. Start by lighting up the upper right one to bring up a chest with **Cypress Cork**. Equip it to Resh'an.

Now we'll want to shine on the bottom left and bottom right. These will each bring up a mirror. Move the left mirror so it's facing northeast while the mirror on the right is facing northwest. After you do fill up their time and have the light shine on the upper left side to bring out the laser. This will bounce from mirror to mirror and hit the device on the right side.

This brings up another wind ring. Go ahead and ride it northeast to another fight. There's a lot more enemies this time but it's a good thing for you to use Resh'an's Abeyance skill to get all the enemies together, then just use Zale's Sunball a couple of times to kill them all. Super fast and easy.
After the fight climb the left wall, jump across the platforms and pick up the **Triangular Slab**.

Now climb up the wall here, fight the monsters and just south is the **Hexagonal Slab**.

Jump down and go back through the wind ring. We're back here! Go ahead and place the triangle crystal on the little pedestal on the left side, and before we move on, go inside the opening here and grapple across to find a chest with **Rainbow Conch**, then jump across to learn the **Combo Skill Conflagrate** for Zale and Resh'an.

Return back outside and grapple across the northwestern gap and follow this path back to the hub. Heal up and save if you so wish then insert the hexagonal slab in the pedestal just up the stairs and you'll see a chest here. To get it ride the wind current upwards then simply jump back down to land next to the chest, which has **Assassin's Pin**.

Head back up, hop across the stones to the left and head up once again. As you do cross the tightrope going right and open another chest, this one with **Sky Armor**.

Head left now into the little canal and jump down the waterfall into another fight. Take out these enemies and continue southwest. Here we have to follow the pretty awesome and straightforward path until we reach the very top where we have to jump down another waterfall. Do so, pick up the **Apples** from the tree and go right. This leads north to a fight.

After you defeat them, climb to the upper platform and spin the turbine to raise the platform below. Go to it and go south first for some **Peaches**. Head right now to yet another light puzzle. I like these. Light the one on the right first to have a mirror appear. Have it face directly north, then light the other side to bring up the laser. This will open up the way.

Go inside and we'll have another puzzle. We already have the laser and the mirrors so let's start this... sadly we'll be ambushed by some enemies so go ahead and take them out real quick. Start by spinning the top mirror so it faces directly west. This will move the wall to the north and give us a way forward.

Before you move, move that same mirror so that it now faces south. The next mirror have it face directly north and you'll see how the light bounces into the wall and gets shot up from the top. Climb the back wall now and the mirror next to you, have it face south. Cross the southwestern beam now to find a chest with **Azure Cape**.

Head to the right side of this upper area and have the mirror face north. This will bounce the light into the left pedestal, creating a path forward. Follow this path and we'll be back outside where we're ambushed once again. Deal with them and then we'll have 2 more mirrors. The left mirror should face directly east while the bottom mirror should face north. This will raise a blue crystal.

Examine this crystal for a little scene and Resh'an will use our Coral Hammer to create the **Cobalt Hammer**. This will allow us to destroy these blue crystals. Neat!

Go ahead and try it on the crystals nearby. Jump down the waterfalls afterwards to be back at the hub. Heal up and save your game, then go southwest through the wind ring. Follow this path back to the entrance of the area where you can use the Cobalt Hammer to destroy the large crystal and free Zephyr... well free it from the crystal and into our bottle haha. So much for freedom.

On to Serai now!

We regain control with Serai and Resh'an. Not much is happening but we'll gain the **Combo Skill Arcane Barrage** between Resh'an and Serai. Neat! Note that you can talk to Hortence for an Item Shop if you want:

Item Name	Cost
Cypress Cork	147G
Truesilver Daggers	151G
Azure Cape	115G
Mooncradle Fish Pie	32G
Peach Strudel	28G

We bought the Cape for Serai here actually.

Head to the right afterwards and follow the straightforward path until you reach the **campfire** and a save point. Go ahead and save your game, heal up (you shouldn't need to) and head up the rope ladder.

At the end of this upper path throw the Immaculate Pearl we just got for a little scene and then a boss fight.

BOSS FIGHT: HYDRALION

OK, this is a fun boss fight. BK enjoyed himself a ton.

The **FIRST** thing you should know is that when the **TAIL** is out, we target it and **only** it. No questions asked. If you don't, or you use a hit-all attack, the tail will do the **"Tail Active: Counter Whip"** attack and that's just no fun.

With that done, the next big thing to keep in mind is to always try and break his **big charge** moves. If we don't, we're going to see that familiar **"Ruler of Tides"** attack. This will do massive damage to both party members. Worse than a couple of tail counters, so you may have to weight the two options.

That being said, with no tail, this fight isn't bad. The other attacks that Hydralion does aren't bad, and Resh'an can heal the two of you fairly well. Or heal-party items work well here too. Save your boosts for Resh'an and his arcane. You will also likely fight long enough that you get to use an ultimate attack, and that combo attack that the two of you just got, which is quite good in its own right.

So, keep healed and try to break whatever locks you can. Bt take that tail down for sure (BK had to take it down twice during this fight). Keep at it and take this overgrown sealion out!

Hydralion's Moves:

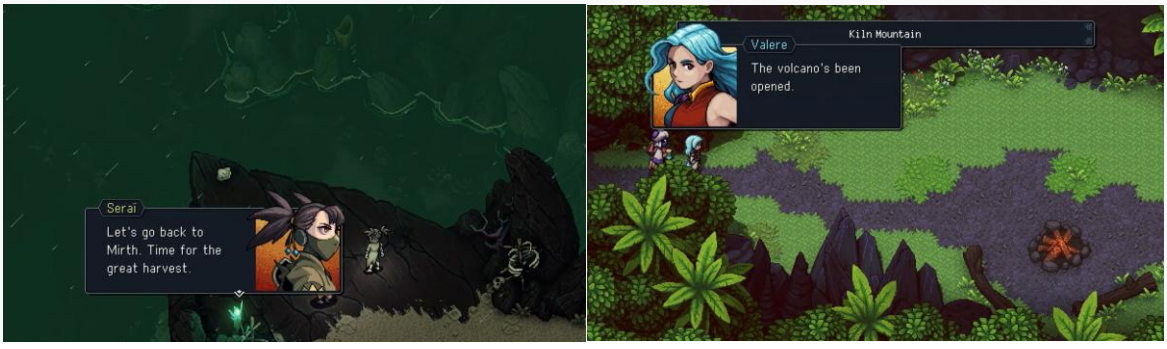
- **Tail Active: Counter Whip** This is the counter move we described up above. Just focus on the tail and you won't see this. If you have to, and can break a big lock charge, it's OK to take one hit. Probably not two though... This tail attack does 30-40 damage to each party member.

- **Bubble Drop:** You've seen this move before. This is a rather weak move that is a short charge move for Hydralion. It's good to see, as it only does around 20 damage or so and only to one party member.

- **Ruler of Tides:** This is a devestating attack. You remember this from the Stormcaller Fight right? Yeah, this move does 75-100 damage to both party members. We can definitely live through it, but you need healing ASAP once it hits you for sure. This is the big lock charge whenever you see it.

- **Breath Attack:** This is the Hydralion's basic attack. He'll breath out at you (the breath is a slow cloud) towards both party members. Try to block on impact of course. This attack still only does 15-20 damage to each party member, so it's not bad at all.

After the fight we'll have several scenes play out and eventually we'll be on to Valere and Resh'an. See you in the next page!

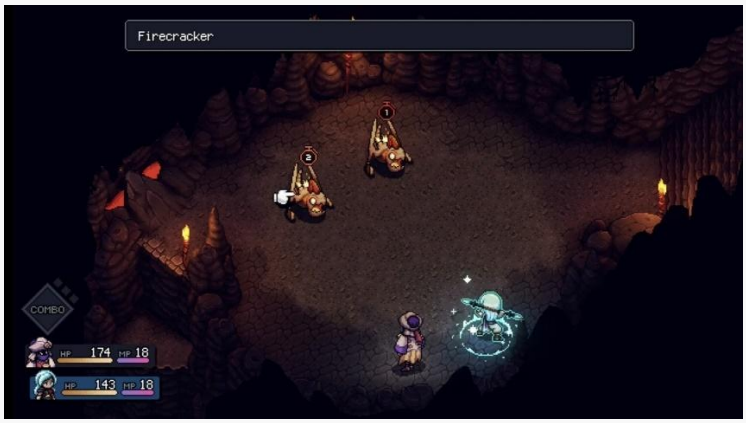


Kiln Mountain

Enemy	Treasure list
Firecracker	igneous Staff
BigBuggy	Rainbow Conch
	Volcanic Armor
	Magic Pocket

Time to play as Valere and Resh'an! Let's see how these 2 work together!

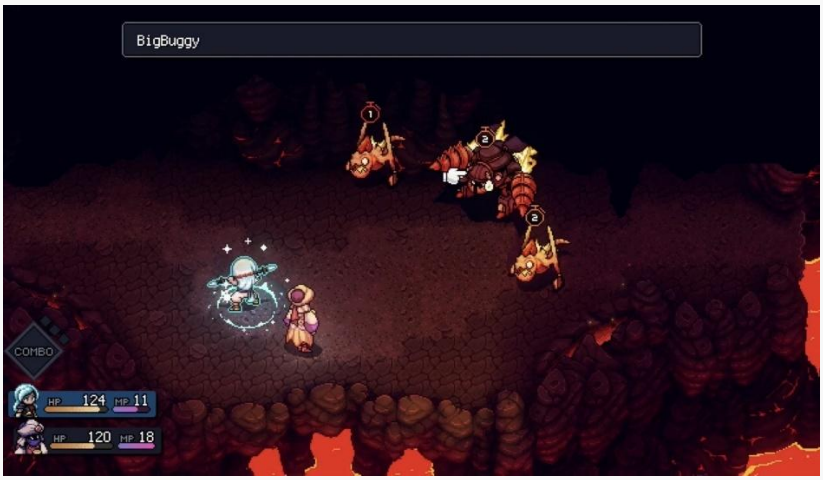
Start by healing and saving your game if you wish, grab the **Mushrooms** from the corner and enter the volcano itself. Inside follow the tunnel as you go down several set of stairs and you'll eventually run into a fight against a new enemy, the **Firecracker**. These guys aren't that bad. They **are not** weak to Valere's moon attacks which is a bummer (the next enemy is). They have a normal attack where they leap at you and slash you, but what makes them unique is the little horn on their head. As you attack them it'll be glowing faster and faster. If you don't kill them by their next turn, turn dig into the ground, come up around you and explode. Yeah, kamikaze enemies. Pretty neat. Guard when you land.



Continue down into the volcano after the fight and climb down the wall into the next area. Here jump down the hole and as you do you'll see a chest under you. To get it you want to use the little geysers to shoot yourself upwards until you reach it, which has **Igneous Staff** inside. Go ahead and equip it to Valere.

Jump back down and continue to see one of those very thin floors we can break through. We haven't seen one of them in a while, huh? To break it open you want to climb the wall to the right to find a large sphere up here. Use your Mistral Bracelet to push the rock to the left, rolling down the ramp and breaking through the floor. Neat.

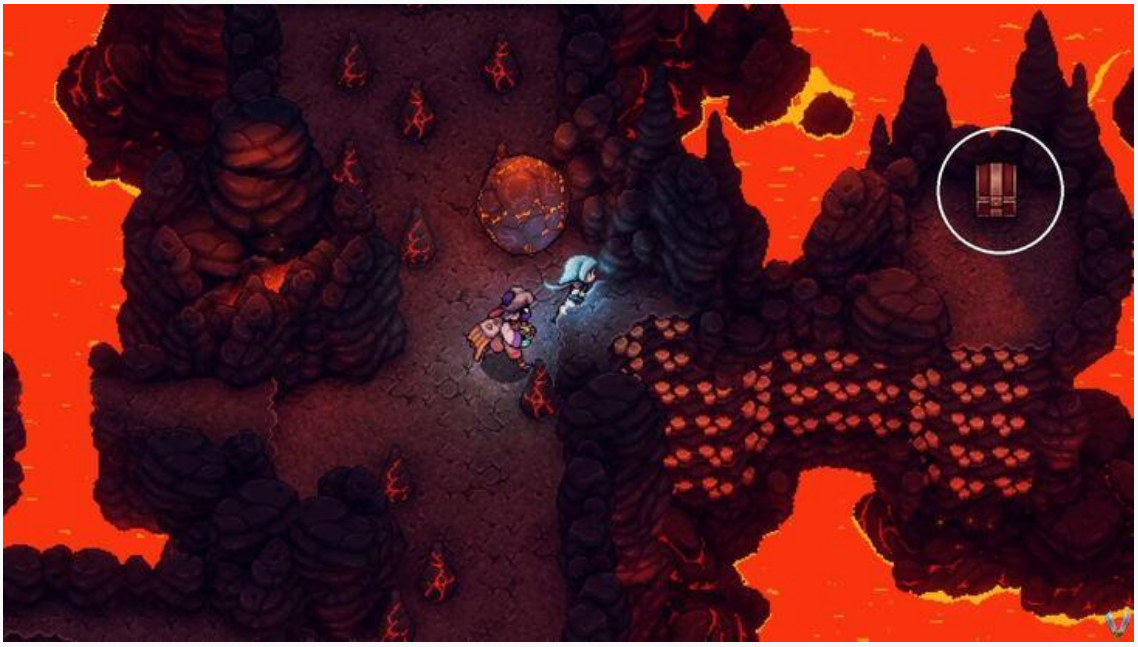
Jump down the hole yourself and at the bottom go left first for a couple of **Mushrooms**. Afterwards start going right for another fight with another new enemy, the **BigBuggy**. They use their hand drills to quickly move towards one of the characters and hit them twice. For their charged attack, they slam the ground with the drills and raise some stalagmites from the ground to impale our party. Not too shabby.



Continue right after the fight, climb the wall, grab the **Mushrooms** and continue. You'll have to grapple across several platforms and you'll eventually be in another fight with some BigBuggy. Deal with them and make your way across the wooden beams to the next area.

Go ahead and save your game here then continue right. We'll reach an area filled with small magma rocks on the ground. They are all over the place and they even block our way forward. We can break them with one of those spherical rocks. Head up and go left when possible. Follow this path until you reach the spherical rock. Use it right away to break the magma rocks and open the chest for **Rainbow Conch**.

To the north is a second rock. This is the one we want to use. Push it south through the magma rocks and down the ramp to have it shoot itself right. Head back to the right to find the rock there. Use it to make yourself a path going north. As you go though, make sure to climb the wall on the right to find a chest with **Volcanic Armor**.



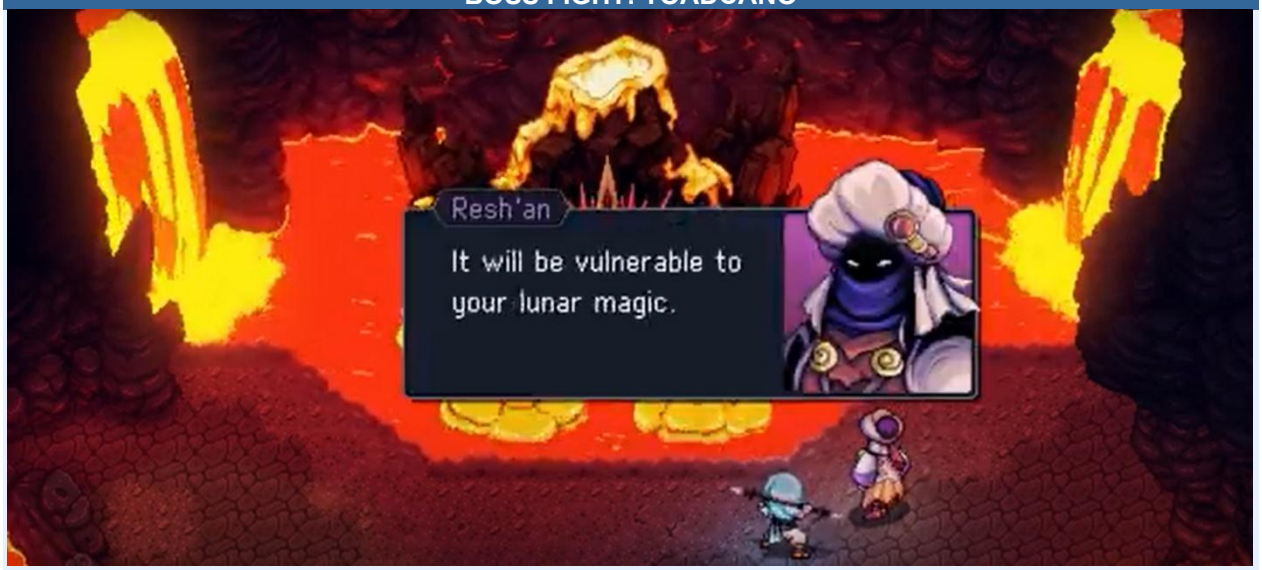
Once you've reached the northern sided, kill the Firecracker enemies and proceed to the next area. As you proceed to the upcoming open area, a fight will take place. Go ahead and take them out and now we have a "puzzle". Not really though. All we want to do is to move the 3 rock pillars to the right using our bracelet. Super simple. This is to create a path forward.

Cross the platforms up ahead and climb the wall where the Firecracker enemy is. Up here, as you go north you'll have to fight it alongside other enemies. Once that's done, before you make use of the spherical rock here go into the hole where the BigBuggy enemy came out from to find a sneaky chest with **Magic Pocket**. This allows us to use an item in battle without spending our turn. This is amazing when going through an area where you need constant healing since that's all items are for in the game. Do note that it's only the first item used in a fight, but still really good nonetheless (equip it!).

Go ahead and push the rock down the ramp to break the wall and have water poured in to create a platform. Use it to get across the lava to the next area.

Here follow the path as you continue your trek through the volcano, heal up at the **Campfire**, save your game, purchase anything you may want/need (probably nothing really) and use the nearby geysers to make your way to the top where we'll have a little scene and then a boss fight.

BOSS FIGHT: TOADCANO

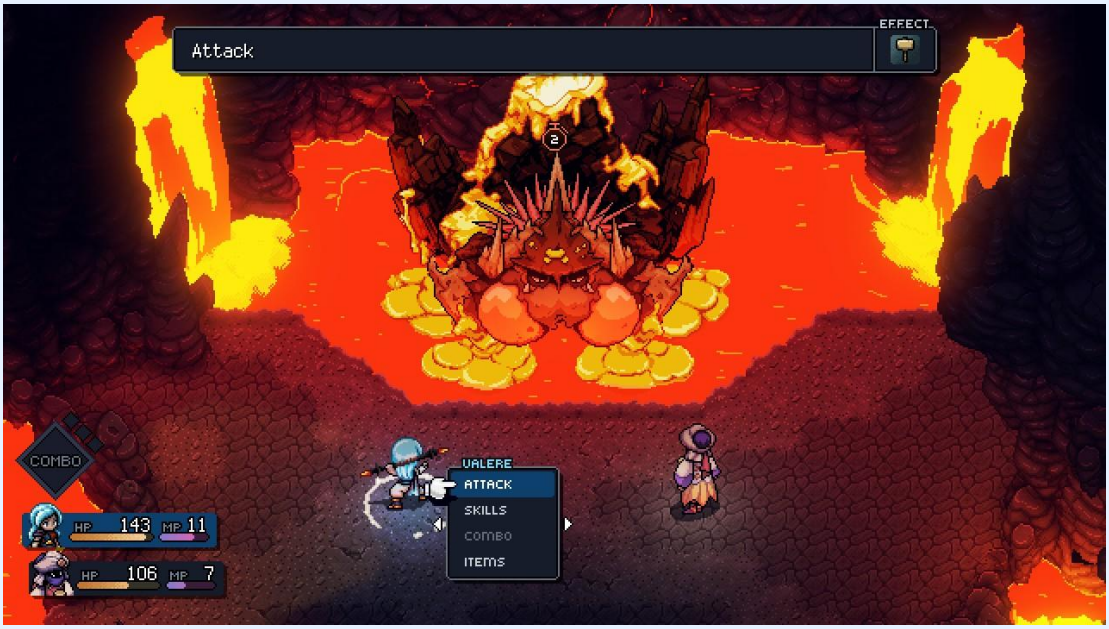


It's a giant... volcano frog thing...

This game is getting more like Pokemon all the time.

This is an interesting fight. Mainly because the Toad will constantly summon Firecracker enemies throughout the fight. Two at first but four when it's closer to death.

They are annoying of course, but probably not worth fighting. They can do their Kamikaze Attack at any time, so be ready to guard against that (guard when you land) and don't really bother with Lunar Shield in this fight because of it.



Instead, focus your Moon Magic on the boss himself and heal with Resh'an when you need to (use healing MP items on him if you must... that Magic Pocket item pulls it's weight in gold here). Keep up the fight and use combo attacks (the only one you have) when you can to build up the Ultra Meter... then let the enemies have it with Resh'an once you can.

That's our goal. Very simple. Keep healed though and follow that strategy to take this guy down as he doesn't have a lot of moves, as you can see...

Toadcano's Moves:

- **Lava Spit** This is the basic attack of the boss: spitting a chunk of lava at you. Guard on impact. Will deal around 20 damage to a single target. Not bad, honestly.
- **Summon Firecracker:** Well, this is annoying. You'll see this early on in the fight, as the boss summons two of these guys to help him out. You know what they do of course, but still, dealing with them is annoying for sure.
- **Tremor:** This is a charge attack where the Toad-thing will submerge in the lava. If he gets this off, he'll spit large magma chunks up in the air. Several sets of two: you have to guard when they hit. They will likely be switched up, but you can easily keep track of them and when to guard. Even with good guarding, this attack will deal 40-45 damage to both party members. The best part about this attack is that it hits **everything**, party member and enemy alike!

After the fight we'll have A LOT of scenes where Garl's plan of baking the break come to fruition... I'll leave you to enjoy them. See you back when we regain control, in the next page.

The Sea of Stars

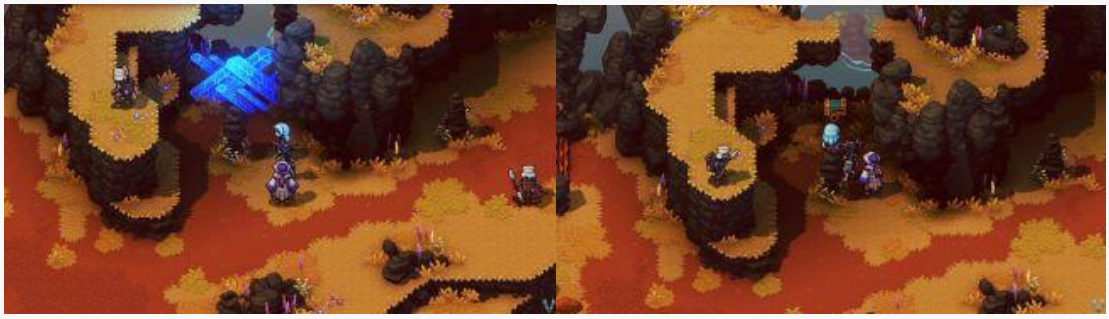
How'd you like those previous scenes? Not going to lie, they hit me like a truck. I don't think I've sobbed this much ever since watching Steins;Gate. It actually physically hurt. In the end though, we'll get Zale's and Valere's Ultimate attacks: Solen's Light: Salvation and Luana's Might: Retribution respectively. Now onto the Sea of Stars.

Go ahead and explore Mooncradle once again if you so wish. Talk to the people and enjoy the sad music that's still playing. You know what this feels like? The end of Trails of Cold Steel 3. If you've played the game you'll definitely agree and recognize the scenes.

Nevertheless, our story much continue, for Garl!

When ready, talk to Yolande and tell her you're ready to go. You'll end back up at the Cloud Kingdom. Thanks for the fast travel! We already explored here so make your way back to where we had the meeting with the big guys and some more scenes will take place where they grant us access to the Sea of Stars. Remember those huge statues in the middle of the ocean we previously saw? That's our way into the Sea of Stars.

HOWEVER! Before we head there make sure to go back to the Moorlands (the area before reaching the Stonemasons Outpost) and remember those blue crystals we first saw? We can now break them to get a chest with a **Rainbow Conch**. These crystals are close to the northern entrance/exit of the place.



Now go ahead and make your way there.

Once here go ahead and take it down. This is just like regular whirlpools, but with the whole ship. Once at the bottom, go ahead and disembark on the left side of the cave and enter the "Trek to the center of the world". Sounds ominous.

There are no treasures here and there's just a handful of enemies. We won't be listing them, but note that all of these are pretty much enemies we've already fought, only in a different form of some sort (colorless). They also have all the same attacks so nothing we haven't mentioned before.

That being said, the path is also extremely linear. We'll need to be jumping down hole after hole with a fight in between each (I feel like I'm playing Silent Hill 2 with all the jumping down holes!) and we'll eventually reach... the world map? This looks awesome!

Welcome to the Sea of Stars! I actually thought it was going to be space, but I was completely wrong! Approach the left side to board your boat (how does this even work?) and where to now? Well I personally went south but I believe you can go wherever.

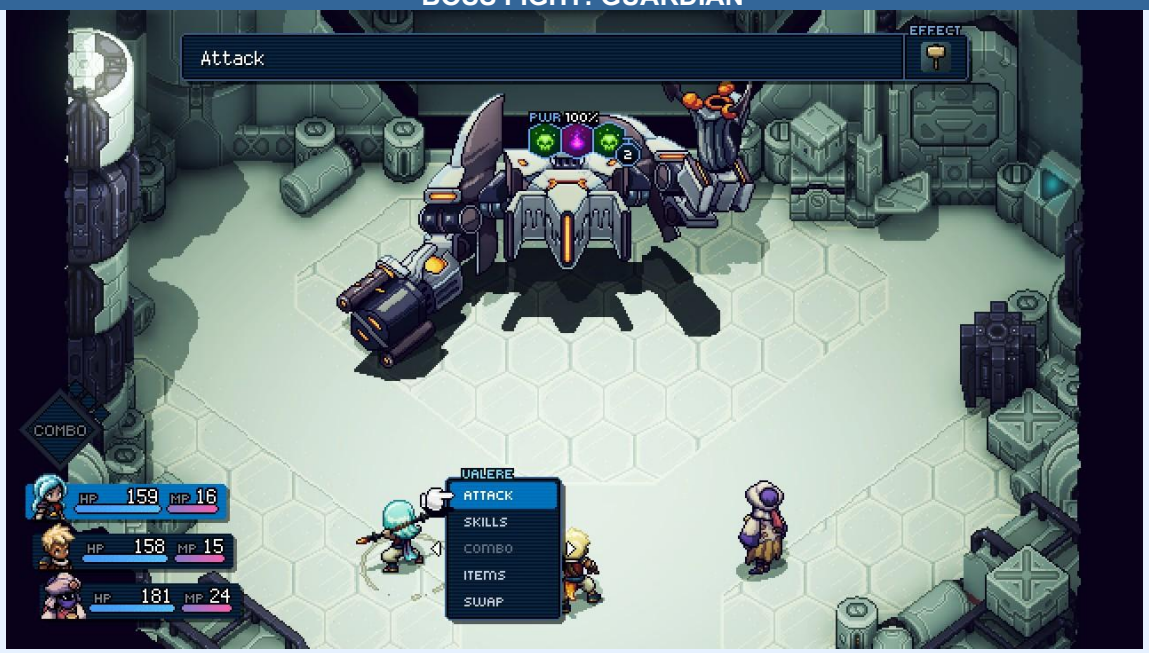
What we're really looking for here is a very bright shine on your screen, in one of your corners.

As you move towards it you'll see it's a large ball of light. Touch it and it'll shoot you in one direction. Continue following the same direction (go straight) and you'll see the shine in a corner again. Go to it and rinse and repeat this until our camera angle changes... this is incredible!

Here we'll be picking up small little balls of light. Do so and enjoy! We'll end up reaching another little island. Disembark, go left and enter "???".

Follow the dark tunnel and you'll eventually see a console of some sort in the upper right corner. Approach and activate it to turn on the lights... and then a boss fight! This was sudden!

BOSS FIGHT: GUARDIAN



Yep, this guy came out of nowhere!

This is a fairly fun fight. I love how the Guardian shows damage over time with the smoke and broken wiring. Very cool graphics here.

This fight isn't that hard. I only had to heal once with Resh'an and didn't even focus on the Drones. The Guardian will summon drones, but when he does it's best to just move to hit-all attacks like the Sunball or Moonerang. Save your Combo for Moon Shiu or something hard-hitting like that. You can likely even get an Ultimate Attack off here if you want to see one of the new ones.

Other than that though, stay healed, use Lunar Shield when it's convenient, and break the locks when you can. It will go down fairly quickly and we can get back to trying to figure out where the heck we even are...

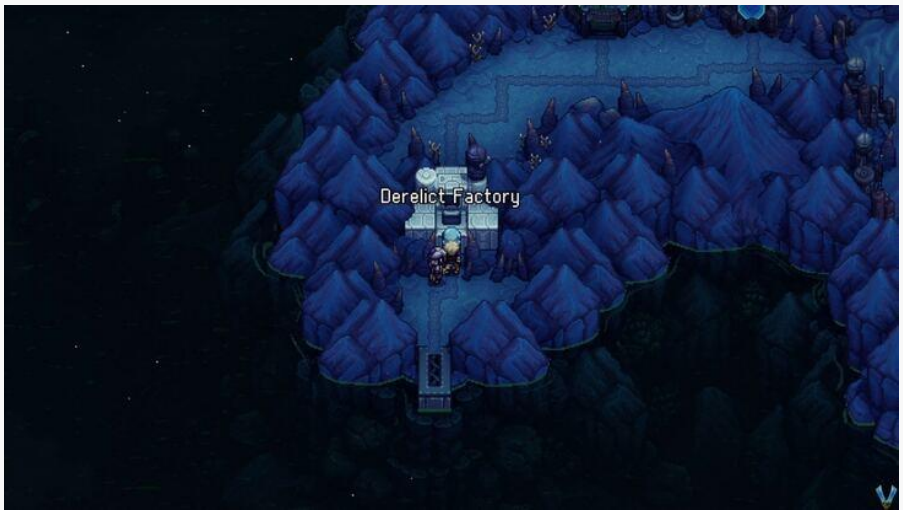
Guardian's Moves:

- **Taser Grip** This attack latches onto each of our characters, but that's not what you should block. Instead, wait for a bolt of electricity to come down to your characters (one each), and time your gurads then. This will still deal 20-30 damage per character.
- **Laser Shot:** This is one of the Guardian's basic attacks: he'll shoot a laser at a single party member. You can expect 15-25 damage from this, and it's easy to guard as well.
- **Summon Drone:** Another boss, another does of summoning. The drones here are just a nuiscance really and I ended up just switching to hit-all attacks to help take them down. They do a regular shot at you when it is their turn, for around 25 damage to one person. They also enable the attack below!
- **Power Shot:** This is a move the boss only gains when one of the drones are out. He'll attach it to his gun and do a power shot. **"Power"** in this case means 35 damage to one party member, which isn't bad at all. This Guardian needs bigger guns...

After the fight (I was not expecting a boss fight here, especially without a save point before it) we'll have some scenes where Serai tells us about who she really is and where we really are. Whoa! Loving the things that we're being taught here! She'll tell us we'll need to head to Repine so that'll be our next destination.

Once we regain control, go ahead and leave through the gate the Guardian appeared from and make your way out of this place and back to the world map.

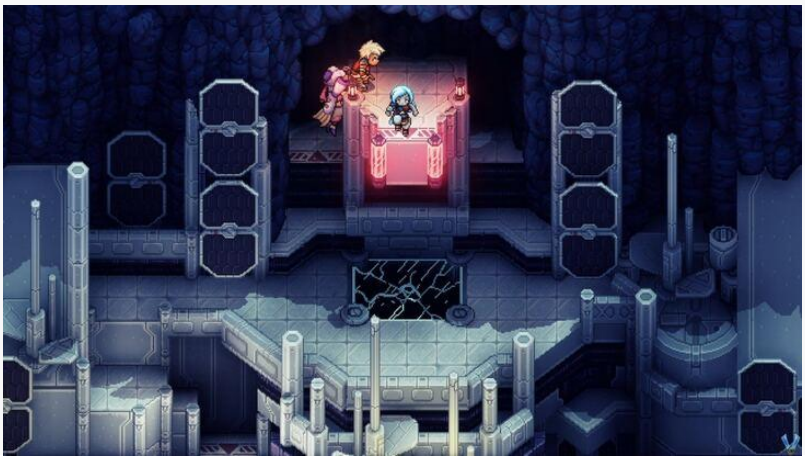
Here get on your boat and use the whirlpool to go back up to the surface. This almost feels like the Dark World in A Link to the Past. Feel free to go around and reveal all of the map if you so wish, but for now we're going to the eastern island. Disembark on the southern side of it and enter our next area, **Derelict Factory**.



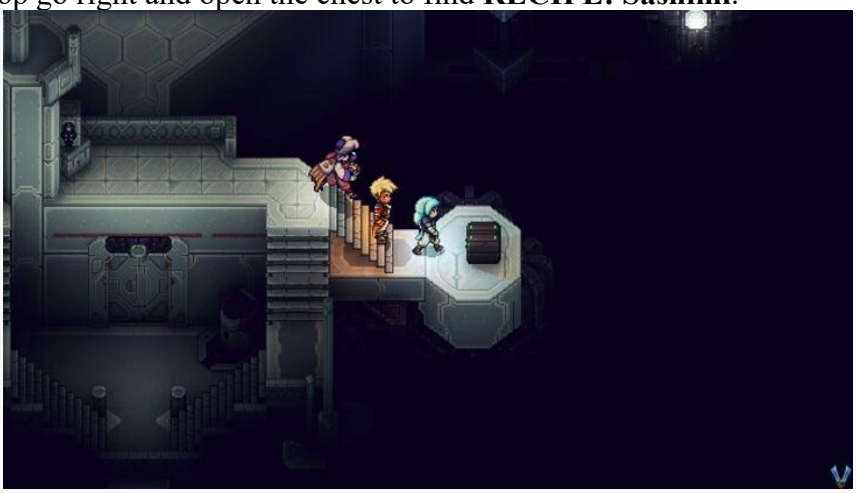
Derelict Factory

Enemy	Treasure List
Turret	Recipe: Sashimi
Horsemech	Wireplate Armor
Drone	Rainbow Conch
	Kybersteel Daggers
	Adamantite Ore

As we enter go up the stairs and examine the gate. It's locked so we'll need to find another way in. To the right we have a Campfire and a save point so make sure to check those out first. After you do, to the left of the gate are some ledges you can use to go up the wall. Do so and up here you'll see a cracked window on the floor. You know what we need to do! Go to the top and jump through it!



As soon as we drop go right and open the chest to find **RECIPE: Sashimi**.



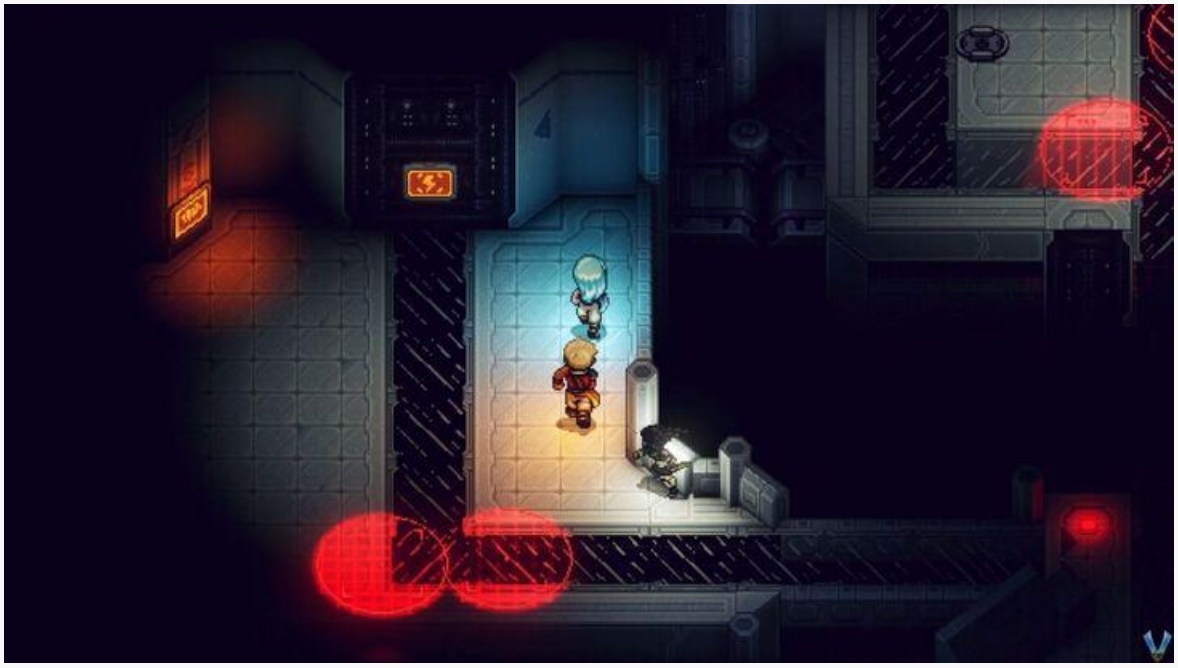
Head to the left side now and interact with the console. This will activate another console. Interact with this one to open the main gate that was previously locked, and the way forward. Head north through the door now to a fork. Go right first to find another console. Use it to activate 2 symbols on the ground.

Return and step on the first circle. This will teleport us north into a fight against 4 **Turrets**. These things aren't that bad. They shoot at one character while the charged attack makes the turret spin and hit all characters. Still nothing complicated.

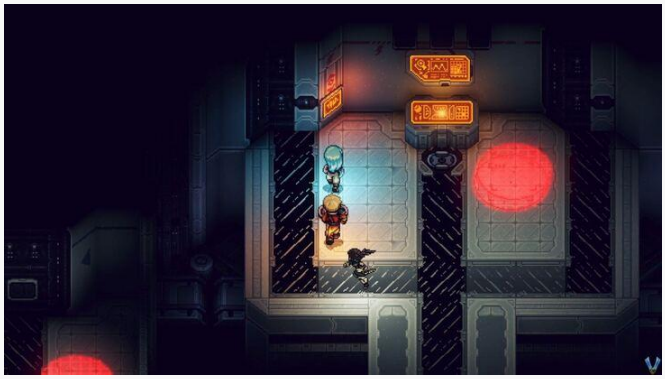
After the fight use the console on the left to have the symbol on the floor move up north. Now climb the nearby wall, go back south and use the teleporter again. This time it'll teleport us further north. Before going through the door go right first to reach a chest with **Wireplate Armor**.

Head north to the next room now and to the right is another campfire and save point. Go ahead and use them. Continue north now to find a console in the center we cannot activate. We need a **Kybermesh Battery** for it to work. Hmm. Further north are 2 more consoles. We cannot operate the northern one since we need an ID Card. Hmm. Go ahead and use the western console to activate a teleporter. Go ahead and use it to go north, then head into the next room.

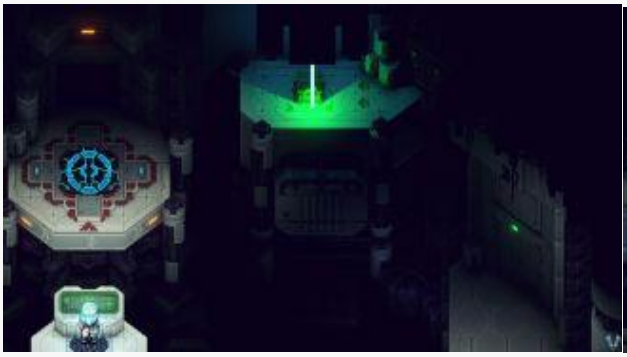
As we enter this room you'll see we have 2 red lights in front of us. For this you'll need to go both left and right sides and activate the console. Yeah, that's it. There's the red lights moving around and a fight will break if they catch you. Still a good source of EXP so worth fighting them. Also note that you can check the corners to find some ingredients if you wish to grab them.

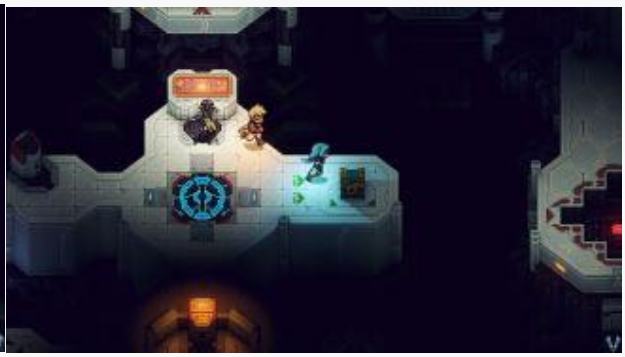


Now head north across the bridge you just brought out for another fight, then check the console. We need some materials to make the battery: a Blueprint Disc, Kyber Ore, and a Power Unit. Hmm. Before leaving, make sure to check the wall to the left to find **Crane Operator ID Card**.



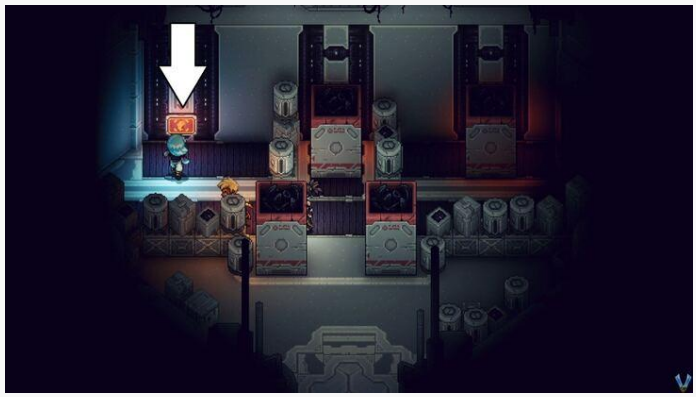
Head back to the previous room, return across the teleporter and NOW interact with the northern console to have a green laser appear to the north. This is a crane and we can use it to move things around, mostly the teleport module on the ground (the one that looks like a +). Go ahead and pick up the northern teleporter module and move it to the right to find a chest. Grab it and drag it down and place it in the hole to your right. This one holds a **Rainbow Conch**.



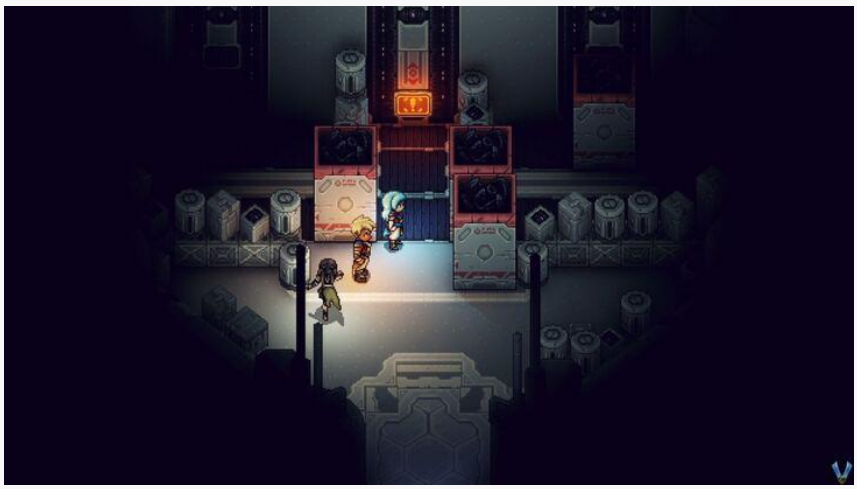


Grab the laser again and now pick up the teleport module on the northern side and place it in the hole on the left side of the room. Then use the teleporter to move over there and enter the next room.

This room has 3 more rooms you can go into. Enter the northern room first to find 3 large vertical containers in your way. Push the one in the middle then go check the northwestern wall to find **Kybersteel Daggers** inside. Very nice upgrade for Serai.



Go to the right side of the room and move the vertical container out of the way to reveal a little container in the wall with **Adamantite Ore**. Now to check the central console. Leave the room and come back in to reset the containers, then you'll want to move north the ones on the left and right, then move the middle one to a side so you can reach the console. Doing so will net us a **Wireplate Sheet**.



Return to the previous room and now enter the left room to find several red lights. Go through the fight (it's just 3 enemies) and interact with the console here. Insert the Wireplate Sheet we previously got to make a **Power Unit**. Go ahead and pick it up.

Return to the previous room and enter the room on the right now. Last one. Go through the fight in here then check the 4 consoles on the walls to find **3G**, **Sashimi**, **Blueprint Disc** (what we needed), and **Eggs x3**.

Go ahead and return to the main room, go through the teleporter and now we'll want to move the teleport module over to the right side of the room. Go over there and through the door to the next room.

In here go up the ladder in front of you and use the console at the top to move the grapple point. Grapple to the northeast and use the console over here to power up the next console. Return, use the console to move the grapple point, grapple and use this second console to power up the laser down below and create a little cave.

As you go north check the wall on the left for a **Onion** and then go inside the opening to find **Kyber Ore**. We finally have all the materials!

Return to the main room and move the teleport module back north, then go through and use the console to the far north. Use all the materials that were requested and you'll make a battery! It'll be automatically taken to the previous room as you can see in a little scene.

You now know what to do! Head back and use the crane to move the battery over to the hole to the south. In doing so will it power the central elevator.The elevator control is just south of the laser crane control. Use this elevator to go up and back outside to the world map!

Out here you'll have Repine right ahead (with all the green lights). Before you enter feel free to go inside the **Cerulean Reservoir** to the east. It's the fishing spot that has the last fishes.

- Cerulean Reservoir (or pg.208)

And with that, go ahead and enter Repine!

Cerulean Reservoir

Hey there! It's time to check out another fishing hole! This one is next to Repine.

The good news is that this area has **FOUR** new fish to catch! They are pretty easy to catch as well: no real struggles here.

Unlike many of the previous fishing spots, this one actually has a chest to the far north past the water and it has **Data Strip** inside. Good!

This fish you can catch here are as follows:

- **Laser Burbot**
- **Coil Flounder**
- **Cybernardl Hermite**
- **Silicium Sponge**

All of these fishes are very unique! That's it for this area! Continue on with the game!

Repine

Welcome to Repine, Serai's hometown... what's left of it anyway. This place is small but has a lot of passages that hide things so let's see what we have so far.

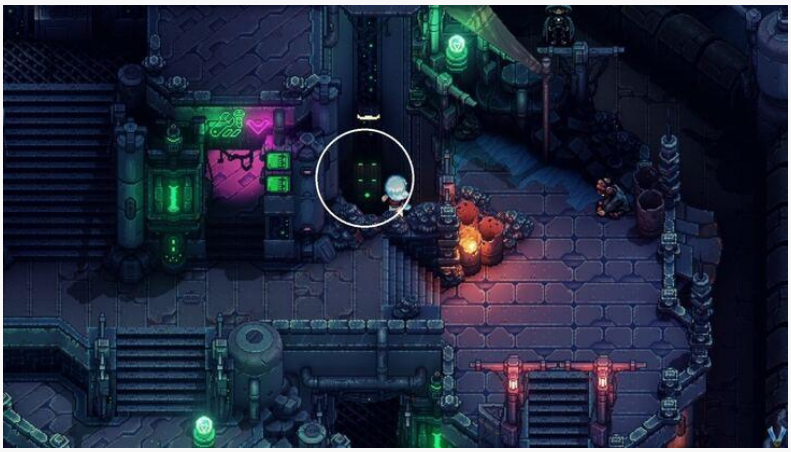
We start off with a save point. Go ahead and use it but from the entrance you'll want to go north into the alley to find a chest at the top with **Rainbow Conch**.

Return to the entrance and enter the building on the left, with the red sign. This is the Inn. You can talk to the person on the right side to tell him about the Wheels Game. You can also check up on the little machine in the center. It asks you for food. This leads to a small side quest that we can complete now if we have enough ingredients...

- Feed Me Something... (or pg.258)

Go ahead and rest if you so wish, but exit the inn, go right from the entrance and you can enter the building with the green glow coming out of it. There's not much going on inside but notice the hole. This will be active in a couple hours.

Exit the building and go north. Don't go up the stairs. Instead go through the alley to find a chest at the top with **Data Strip**. That's the second one.



Return to where the stairs are and go north following the path on the right (next to the wall). There's an NPC you can talk to up here but there's also a sparkle that gives you **Apple x4**. Return and NOW go up the stairs to find a shop right away. Inside you can buy stuff from the person, but you can also open the chest next to him for a **Rainbow Conch**.

Item Name	Cost
Adamantine Staff	168G
Kybersteel Blade	168G
Pliantshell Vest	144G
Nano Injector	344G

Very good upgrades overall. We'll be getting an upgrade to both Zale and Valere's weapons soon so no need to buy those. The relic Nano Injector though, this can only be equipped by Serai and it lowers the amount of turns it takes for KOd characters to come back up. Useful but expensive and very situational.

Now, if you look at the console on the right side (orange one on the wall) you'll be told that you need a Cypher. Remember those Data Strips we've found? We need those to make a Cypher. We'll have to keep on looking.

Exit the shop and we'll be in a fork. Going north up the stairs is Serai's house and where we need to go. Before we do that though, go left and into the building with the blue sign. This is another shop, an item shop.

Item Name	Cost
Grains	4G
Meat	4G
Egg	6G
Dairy	4G
Bone	6G
Sashimi	18G
Pain Dore	50G
Croustade	64G
Parfait	24G
Recipe: Yakitori Shrimp	100G

You'll of course want to purchase the **Recipe: Yakitori Shrimp**. We did promise Garl we'd keep on cooking, and that we shall.

Exit the shop and now follow the stairs to the south. These lead to the left side of the rooftop area and a basket with a **Pudding Chomeur**. Fully recovers MP of an ally. Useful!

And that's about it! Return and head north now. Go up the stairs all the way to the top and enter the house up here for several scenes. In here we'll meet Cedric, which appears to be an AI in Serai's computer. They show us the fallen moon and the Dweller that's protecting it: the Dweller of Dread.

During the scenes we'll get **Probe**, an item we'll be using a lot in the coming area. And with that being said, once you regain control leave the little town and head east past the Reservoir and into the next area: **Cerulean Expanse**. See you in the next page!

Cerulean Expanse

Enemy	Treasure List
Ronin Cowboy	Wireplate Armor
Horsemech	Gold x25
Drone	Croustade

This place is... weird. Cross the first area that has nothing for us and after that we'll be in an open area that seems to be completely empty... and it is, and it isn't. Let me explain:

For starters you'll see the Probe we just got in Repine floating around. This is basically a sonar and will start beeping faster and faster when we're close to something that's buried in the sand. This can be anything from ingredients (meat, grains, apples, etc) to monsters and even chests. From what I could tell there's always 2-5 spots to dig in each area and they're randomized so keep that in mind and scour the entire area.

That's not the true purpose of the Probe though. One of the things you'll be finding are these weird slabs that have several circles and only one of them is glowing green. What does that mean? Easy. If you look around the area you'll see that there's 8 exits. Yeah, this is like the lost woods in Ocarina of Time. The slab indicates the exit we need to take in order to NOT get lost.

HIDDEN AREA

There's a hidden area we can visit to get a whopping 4 chests!

From the first area (where the first direction slab is) go ahead and follow these directions:

- South
- Southwest
- Southeast
- South

After done so, you'll reach the area with several ingredients you can gather, as well as 4 chests, these containing:

- Adamantite Ore
- Question Pack #7
- Obsidian Ingot
- Rainbow Conch

To leave this area, simply return to the previous area and take any exit to head back to the very entrance of the area.

And knowing what we know, I'll leave below all the areas and what you can find in them:

- Area 1: Ingredients, enemies, direction slab
- Area 2: Ingredients, chest with **Wireplate Armor**, direction slab
- Area 3: Enemies, direction slab
- Area 4: Ingredients, chest with **Gold x25**, direction slab

- Area 5: Ingredients, enemies, enemies, chest with **Croustade**, direction slab
- Area 6: Enemies, direction slab
- Area 7: Ingredients, ingredients, enemies, enemies, direction slab
- Area 8: Ingredients, direction slab

Once you pass all 8 areas you'll end up in a new area, which is in the next page. See you there!

Lost Ones Hamlet

We'll start out with some scenes here. It seems there's actually no one here. Was Cedric wrong? Let's look around.

There's actually nothing here. Go ahead and look around to find absolutely nothing. Odd. Head north and interact with the door to trigger a scene where Reshan tells us that the Fleshmancer built this place. What for? Eventually he'll break a bottle and several spirits will appear. It seems they're visible now!

When you regain control, go ahead and talk to the spirits. The one on the left is actually a merchant and will sell you some useful things.

Item Name	Cost
Sashimi	18G
Pain Dore	50G
Croustade	64G
Parfait	24G
Grains	4G
Meat	4G
Egg	6G
Dairy	4G
Recipe: Pain Dore	110G
Recipe: Gourmet Burger	160G

Of course not much going on besides the 2 recipes: **Recipe: Pain Dore** and **Recipe: Gourmet Burger**. Make sure to buy both.

Talk to the rest of the spirits to learn that there's this soul named B'st that went south. Hmm. Try leaving this place to have this B'st stop you.

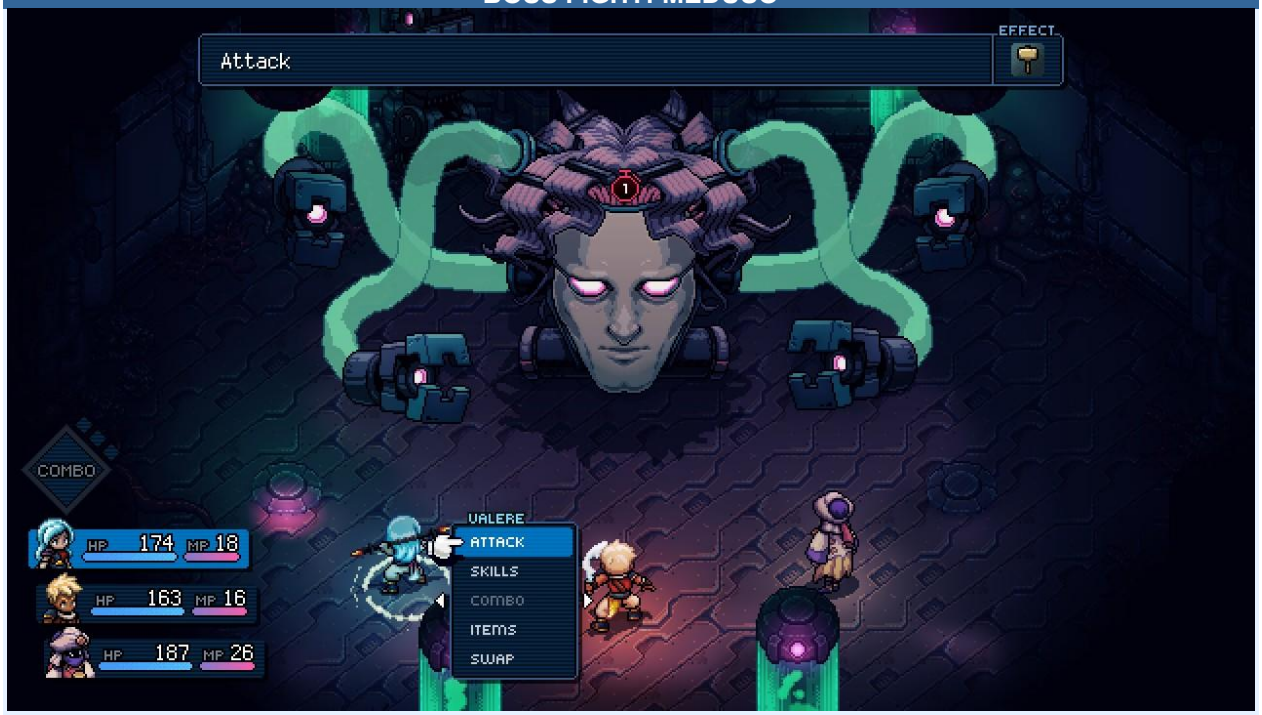
B'st tells us about the Sky Base and what its original purpose was. He tells us that he can help us out getting to it, but for this we need to go to the Sacrosanct Spires. Sadly it's sealed and we cannot enter. He knows of a way but he needs to go with us... but he can't leave this little domed area.

Reshan mentions Living Glass and there's a way for B'st to actually go with us. One final attempt. We need to go into the Fleshmancer's workshop. Continue watching the scenes here (really nice ones too) where we finally gain access to the workshop.

Head inside and make a left right away to find a chest with **Walnut Cork**.

Go right now and as you go north go left into the little hallway to find a little sparkle that nets you a **Sapphire Ore**. Head north for a little scene, then go all the way left to find a campfire we can use and a save point. Make use of them, prepare yourself because as you go north to the next room a scene will play out and then a boss fight!

BOSS FIGHT: MEDUSO



Well, this is a heck of a fight... one that has some clear inspiration as well!

This fight is all about **Canisters**. Meduso will grab onto them during the fight and use them, and what they do depends largely on what color they are.

During the start of the fight, he'll only use two canisters at a time, which is very manageable. I would only break the green ones unless you can get multi-hit attack out during this phase.

This is another boss that has very cool damage shown as the fight progresses.

Once he losses his face though, he'll start with the **Purple Canisters**. These things are actually a threat, as they can deal 60-70 damage to the entire party. A very real threat to knock you out.

Healing is going to be very important in the later half of the fight (the item usage for free is great here). Try to break the purple canisters when you can with hit-all attacks (to at least knock down their power percentage) and use your hard-hitting Combo and Ultimate attacks.

For the record, this was the very first boss BK ever used a revive item on! Way to go, Meduso...

Meduso's Moves:

- **Canister Break (PINK)** This attack is the one with the pink canister that Meduso grabs. It's easy to break, but if it gets the attack off, it'll break the canister and energy spheres will damage a party member for around 40 damage.

- **Canister Break (BLUE)** This attack is the one with the blue canister that Meduso grabs. It's easy to break, but if it gets the attack off, it'll break the canister and turn it into a drill, which pokes at a party member for around 50 damage. Slightly worse than pink.

- **Canister Break (GREEN)** This canister attack is probably the one you want to break, although it's slightly harder than the two up above. If it gets this attack off, it attaches the canister to itself and **heals** for around 60 HP. Bah...

- **Canister Break (PURPLE)** This canister attack is definitely the worst one. It has the most locks and when Meduso breaks it, he'll do a breath attack that hits everyone for around 60-70 damage. Hopefully less if you lowered the power. You should do your best to break these, with multi-hit attacks preferably, but that can be a hard ask. Definitely stay as healed as you can at the very least!

After the fight head north into the next room where several more scenes will play out and eventually Bst (we're calling him that now. Easier to write!) will come out with a glass body. Looks awesome! I'm not going to lie, I remember seeing this character before and after what happened to Garl I thought it was going to be him in a different body... I was wrong. Still sad.

Of course, thanks to his new body, Bst will now join our party. He covers the hammer weapon type that Garl left, but besides that he also has the purple element. He focuses more on single target and even has a revive. Super useful! He also has tons of HP so overall a really nice addition. Note that you can go behind the curtain here to find a **Sapphire Ore**. Very hidden, very sneaky!

And that's it for this area. Leave this place and we'll be back on the world map. Head back to Repine if you so wish to heal up and stuff. Otherwise head back to the dock (you'll have to manually go through the factory) and we now want to go to the western island. It's the largest island in this world and impossible to miss. You can see the dock on the southern side. See you in the next page!

Sacrosanct Spires

Enemy	Treasure list
Scout	Sapphire Ore
Anointed	Sapphire Ingot
Owlsassin	Cloudy Simulacrum
	Plasma Blade
	Crystal Egg
	Sparkmesh Armor
	RECIPE: Champion's Omelette
	Rainbow Conch
	Neobsidian Staff
	Broken Handle

As we enter this area we'll have a campfire and save point to the right. Use them if you so wish and approach the crystal looking barrier to the north for a little scene where we see Bst break it. Awesome! Afterwards, head inside.

NOTE: Sacrosanct Spires is the entire island, and the island itself is separated into several named areas. We had planned on making these separate pages but figured we'd toss them all in this one since they're not that long. We'll be separating them by headers though so you can find them much easier.

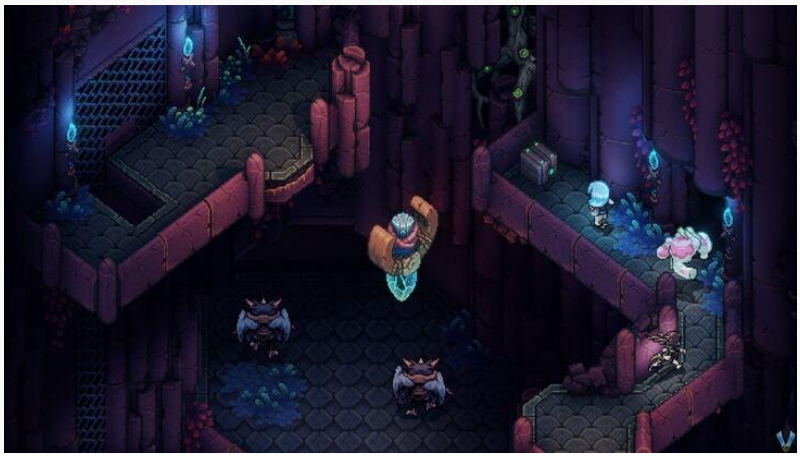
Sacrosanct Spires

As we enter the tower head start going up and you'll come across some new enemies, **Scout** and **Anointed**. The former shoots out a pink arrow at you that's kinda fast but still easy to block. Their charged attack hits everyone though so be careful. For the latter, he only slashes once for his regular attack. You want to be careful because he taunts once before attacking, throwing you off for the first couple of times he attacks. His charged attack has him jump into the air, spin a couple times and come slamming down. In my opinion a bit easier to block.

After this fight continue climbing until you grapple across the room twice. After doing so, on the northern side is a ring that's kind of hard to see. Pull it to bring out a couple platforms. After doing this you'll need to head back across the grapple points and use the platforms to go up.

Once you're past this continue climbing and you'll find a new enemy, the **Owlsassin**. These guys aren't bad. They hit a couple of times for the regular attack, and for their charged attack they teleport above you and hit you from above. Neat.

After them walk across the tightrope, grapple over to the climbable wall, climb, grapple across and grab the chest with **Sapphire Ore** before leaving this tower.



Back on the world map. After the little scene head east into the **Hunting Fields**.

Hunting Fields

This area is a bit longer, but not so much. As we enter start making your way right. Not much is happening but you'll eventually reach a campfire and a save point. Use them then use the switch in the upper right corner to open the way. Sadly as you do so some enemies will ambush you, but it's the same kind of enemies as back then.

After the fight continue going right and check the southern side for a pair of **Berry** bushes. Grab them then use the switch on the right to lower the wall up north. Now use the second switch to... trigger a scene and DOWN we go!

As we land we'll be attacked by some enemies. Easy enough and give good EXP. We actually leveled up here to lv.18. You may be a bit ahead or behind us. After the fight blow the southern crate away so you can go clockwise around the outside, climb the walls and jump down to... fall in another hole? What is happening?

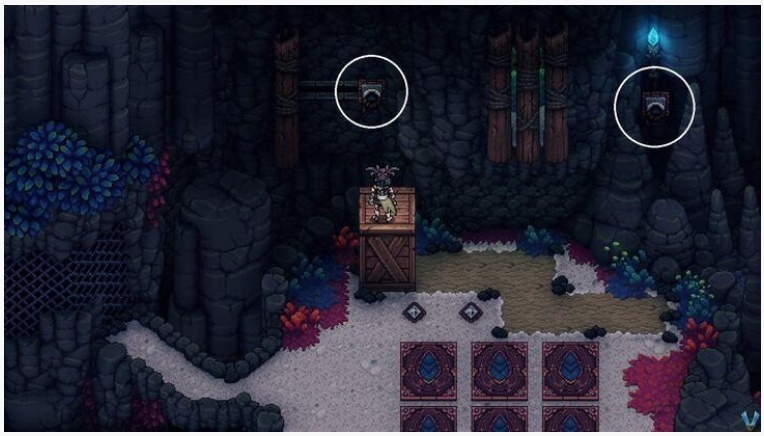
Down here we'll end up in another fight against 2 Owlsassins. Easy. Once they're dead go ahead and pick up the 3 **Mushrooms** and then we'll need to move the crate in order to get out of here. You want to move the crate:

- Right, up, left, down, right, up

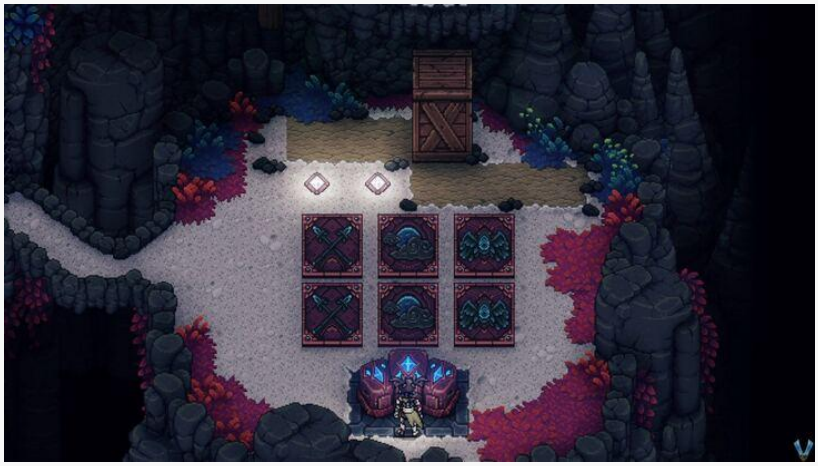
Climb your way out of here, head south for some **Berries** then jump across the gap. Walk across the wooden plank, go up the stairs and approach the birdman in the cell. The barrier is soundproof so we can't hear him. Let's free him! We need to get to the switch behind him.

As you regain control jump down to the thin platform to the south and shimmy across this ledge to reach the switch. Go ahead and use it to... be trapped! WHAT IS THIS PLACE? Thankfully Serai didn't get caught so we can free ourselves.

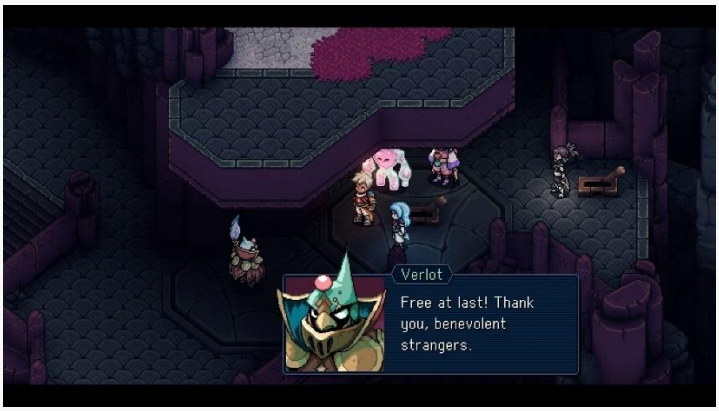
When playing as Serai, grapple across the pit then onto the climbable wall. Go right first to find a puzzle. To the right is a ring we need to pull. Push the crate over to the far right, climb it and pull the ring on the wall. This will reveal a second ring to the left. What you want to do now is to climb back down, push the crate left and pull the second ring.



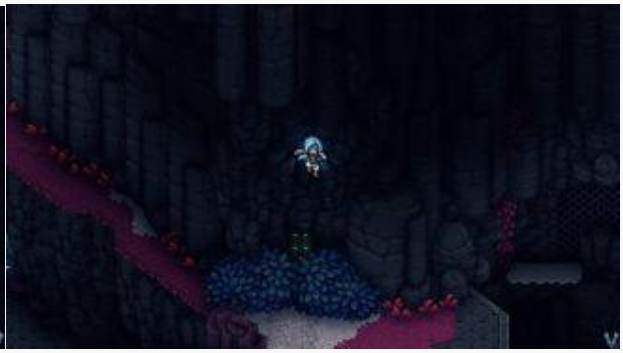
After doing this quickly climb back down, push the crate to the right and jump in the hole in the wall to flip the switch in here. This will activate the console down below. Check the console out and you'll see that we have to pair up the slates here. I don't know if these are random (BK advises: they are not!) but here's what I got:



Once you've paired all 3 a new switch will appear. Get back to the climbable wall, go left now and jump down. Flip the switch to lower both cells. The birdman here, Verlot, will actually help us in getting out of here. Nice!

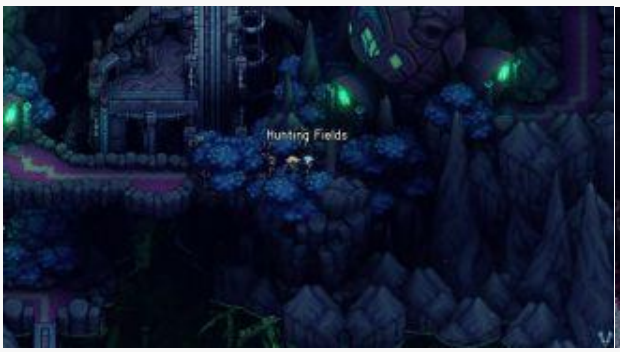


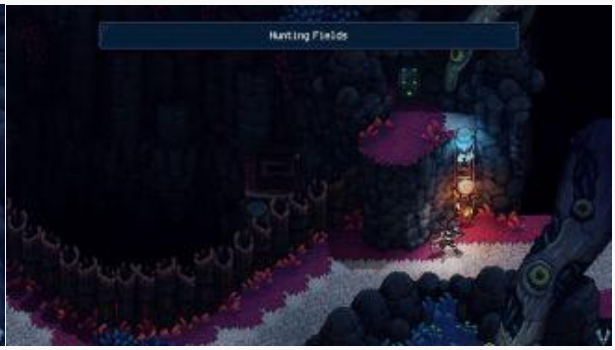
Go ahead and use the wind to jump to the top of the cliff and up here, before you start climbing up, jump down the edge to reach a chest down below with **Sapphire Ingot**.



Go back up, climb the wall and into the next area.

In here pull the ring and go into a fight with more of these birds. Kill them real quick, pull the next ring and continue making your way upwards until you see another ring and a path going southwest. The path going southwest leads back to the world map. Once on the world map, go south and enter the other section of the Hunting Fields. This is where that duck knocked us into the pit! We can now grab the chest up the ladder for **Cloudy Simulacrum**.



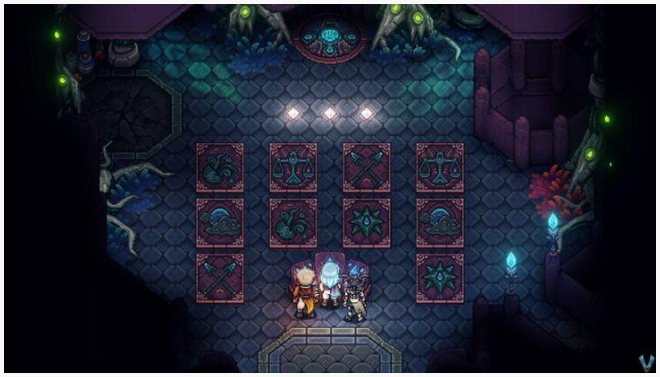


Return to the world map and to the northern part of the Hunting Fields (where we just came from). Once back inside pull the nearby rings to make a path going up. Follow it into another fight and once you're done with it open up the chest here for **Plasma Blade**, great upgrade for Zale.

Now simply go southeast out of this area to trigger a scene with those birds. Afterwards head north following the dirt road (on the world map) and enter **Sacrosanct Spires** up here.

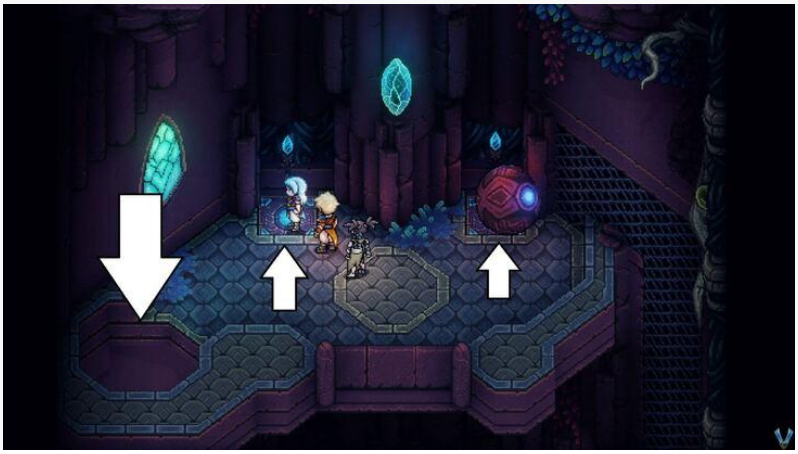
Sacrosanct Spires

As soon as we enter we'll have another one of those puzzles where we need to pair up the slabs. Check out the console to flip the slabs so you can check them out. Again, I don't know if these are randomized or not (BK: They are not!) but here's what I got:



Once you clear the slabs a climbable pillar will appear. Climb it and up here you'll see 2 buttons to the north. If you step on one you'll see that the holes that are closed on the left and right sides will shake. We need to press both at the same time, but how? Well, let's keep climbing.

The next floor has an ambush waiting for us against 2 Owlsassins. Nothing special. Deal with both of them and climb to the floor above to find a sphere you can move. Move it on top of one of the blue buttons on the floor and you stand on the other one to open up the hole in the corner.

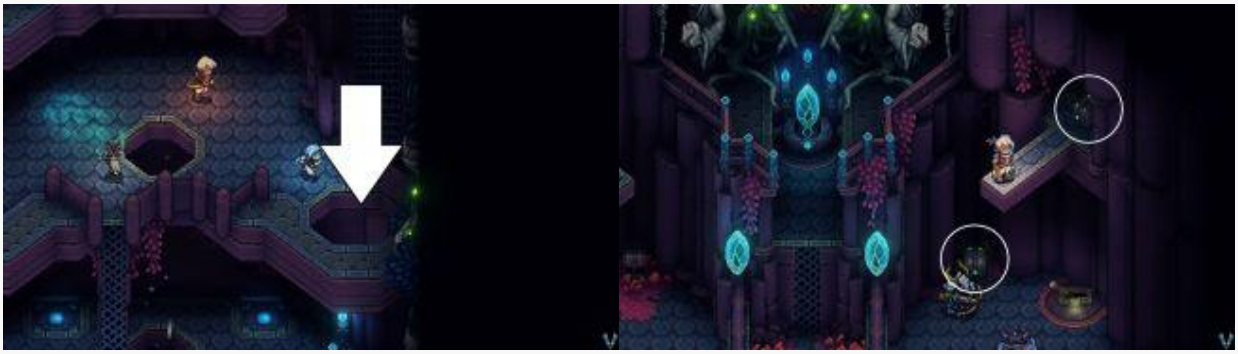


Go ahead and move the sphere through the hole and drop it 2 floors to the next one with 2 buttons. Do the same to open up the holes on the ground. After you do go ahead and drop the sphere through the left hole to break the thin floor below it, then jump down to the "basement" area of this tower.

As soon as you land you'll want to jump down to a fight. After the fight, go ahead and flip the button to open the way and open up the chest to find **Crystal Egg**.

Go through the newly opened path and go north up the wall and place the Crystal Egg we just got. This will activate the wind updraft in the floor above. Return to the floor above and BEFORE we use that updraft, we want to go down the hole on the right side. To do this though you'll need to go up to the third floor and jump down the right hole back to the basement.

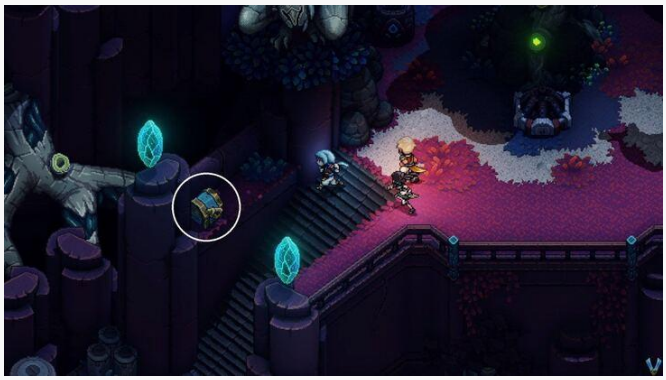
Down here you can find 2 chests (and a fight), these contain **Sparkmesh Armor** and **RECIPE: Champion's Omelette**.



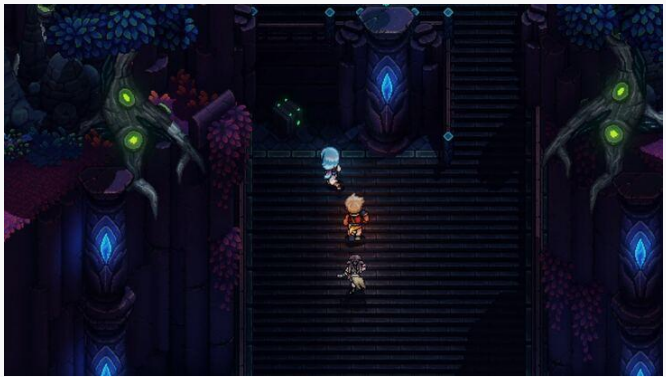
Return back upstairs and NOW ride the updraft. This will lead back out to the world map. Then simply go left and enter the next area.

Seat of the Triumvirate

As you enter you'll have a campfire and a save point up the stairs. Heal up and save your game, and prepare yourself. Go left first and you can find a chest on the side of the stairs with **Rainbow Conch**. Nice.

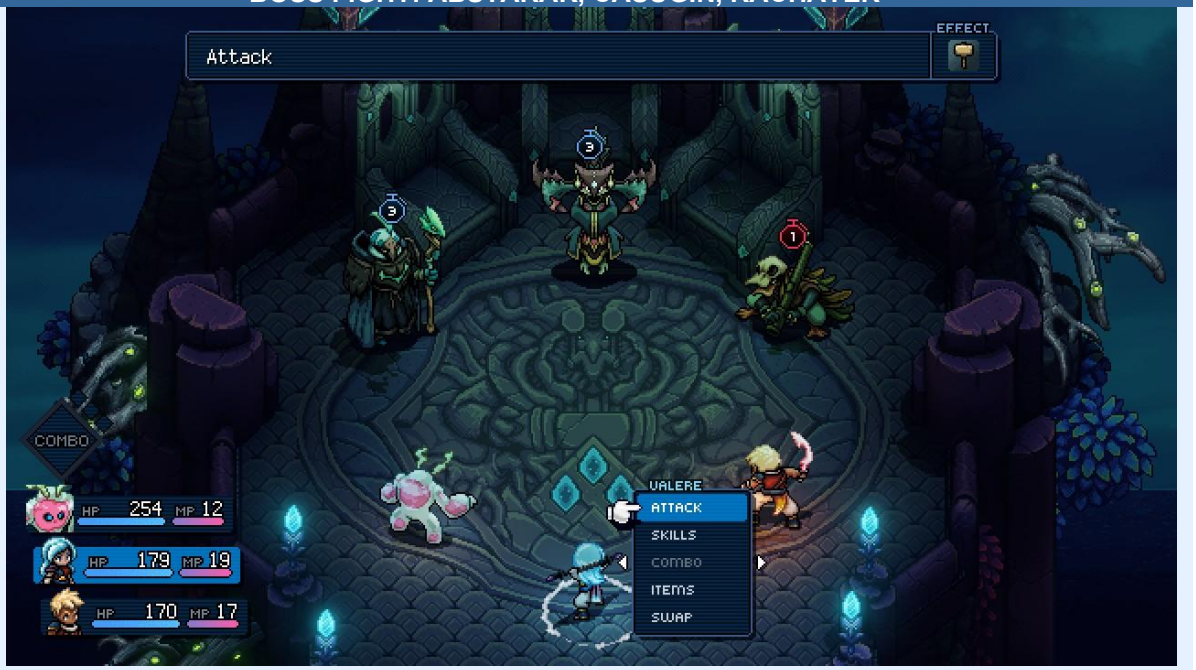


And with that, head north and look for a chest on the way for a **Neobsidian Staff**. Equip that right away!



Keep going up the very long staircase to find the the bird leaders! After a little scene with them we'll be in a boss fight!

BOSS FIGHT: ABSTARAK, CASUGIN, RACHATER



This is a fun fight! Three vs. three is fair, right? Fun fact, I got my first game over in this fight!

So, as you can guess, our first target here should be the magician: Brother Casugin. He can heal the party, which is no joy. However, there is a more pressing target than him, sometimes...

Abstarak, on his charge attack, is utterly dangerous. That's because his charge is the **True Terror** attack, which will reduce everyone's HP down to one... If that is followed by the Claymore Attack, it is an instant game over. It's wise to delay Rachater if he still has to go, but better to break the Charge Attack of Abstarak if you can (if you can't, delay Rachater).

Other than that, this fight isn't bad. Abuse Lunar Shield, keep your HP up occasionally, and focus on Casugin. Once you take him out, this fight is very easy. Save your combo up for Moon Shiv and use your Ultimate Attack when you can (I tried Zale's here for the first time).

Once one is down, the other two won't be far behind! Take these misguided birds out!

The Bird's Moves:

- **Spirit Pull** This is the basic attack of Abstarak and it's a weird one. He'll pull your spirit out in several directions and launch it back at you. Guard on impact. This will deal around 35 damage or so.
- **Magic Bird** This is the basic attack of Brother Casugin, as he'll wave his wand and make a bird fly towards you. Guard on impact. Thankfully this does fairly minor damage, so good to see!
- **Mend Mind:** My gut **told me** Casugin is the one to target first. With this skill, he can heal his friends, healing around 70-75 HP to each of them.

- **Claymore Throw:** This is one of Rachater's moves. He'll throw Claymores in front of everyone and they'll explode, doing around 20 damage to each party member. Haha!
- **Get Zook'd:** This is one of Rachater's moves. He uses that bazooka of his to launch missiles at you. Three in a row. What a move! Hahaha! This deals 50-70 damage depending on the locks you break!
- **True Terror:** This is Abstarak's charge move. We do **not** want to see this, as if he does it, we will be left at 1 HP by the terrifying raven thing... this means one attack like the Claymore Throw can game over you easily. Break this at all costs!

After the fight we'll have several scenes that give us a little bit of backstory between these birds, Reshan and the Fleshmancer. Once they're over, head back down the stairs, heal up, save your game and go southwest down the stairs and use the teleporter to reach the world map.

Once on the world map simply go northeast into the last area here.

Es'tristae's Lookout

Once here you'll immediately be greeted by a chest with **Broken Handle**. This is to be given to Teaks for a story!

And with that head to the very top of this area to trigger a scene. I swear I thought this was going to be a boss fight, but it's not. It'll activate the underwater glass tunnels and the speedballs. Did he say balls? Yeah, you'll see a ball appear that looks similar to the ones that are in our world. Yeah, fast travel!

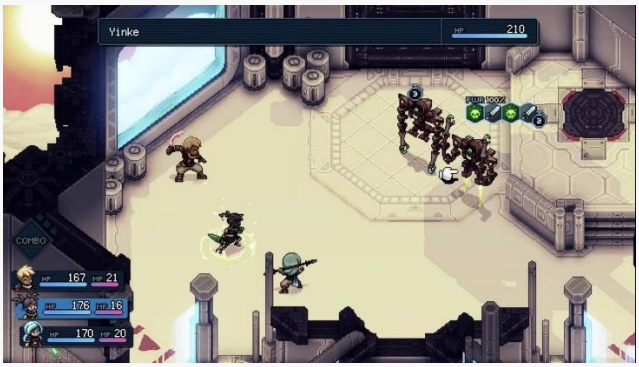
Teaks will come out of this one and the scenes will continue. Once they're over, enter the ball and off you go! See you at the Sky Base page!

Sky Base

Enemy	Treasure list
Yinke	Rainbow Conch
Masta'krun Claw	Rosewood Cork
Owlsassin	Plasma Daggers
Drone	Sparkmesh Cape
Hoarsemech	Music Sheet #7
	Question Pack #8

Heyo! It's BK, I'm back to help guide you through the Sky Base! Let's play together again!

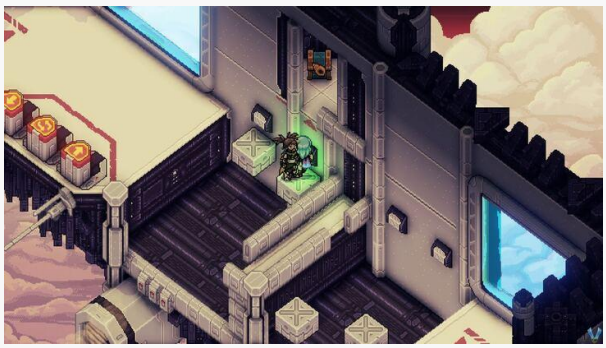
The music here is pretty darn good, right? Head northeast and we'll go up a couple hallways to our first new enemy of the area. This guy is named **Yinke** and his normal attack is a circular flailing that hits three times (block on the start-up). I actually think his normal attack is worse than his charge attack, as his charge attack just targets one party member instead of the area he's in (It's called "YinkeYank"... weird...).



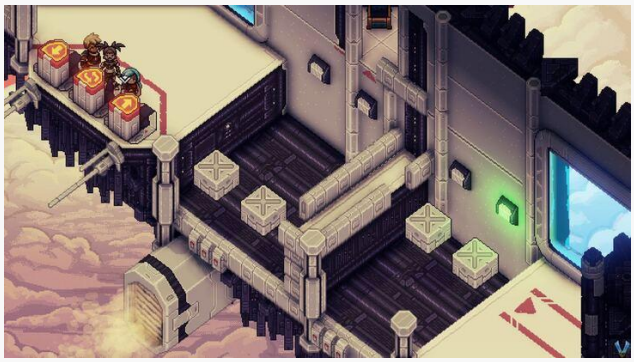
Kill Yinke off and continue to the right. To the south is a room with a **Save Spot** and a camping area if you want it.

Continue to the right to see some controls and some pits. This part is also weird. We can control the four platforms here, switching between them with the middle button, and telling them to go up or down.

First things first though: make the two left platforms go all the way up, then use them to get the **Rainbow Conch** here.



After that, make them go all the way down, then make the third and fourth platforms line up with the exit. We can now use all four of them to continue on.



The next room has some Yinke and two **Masta'krun Claw** enemies. These things leap at you for their normal attack, but their charge attack is a bomb that falls down and explodes an area for 60-70 damage. Try to break that charge if you can!

Hit the console after that and the entire room will move to the next area.

We'll proceed here, hitting a console to get into a room with some laser traps. May as well kill these enemies. Afterwards, we can use the console to lower down an elevator. This thing is huge! Use the teleport pad to go back to just outside the save room (use it if you wish) and ride the elevator up.

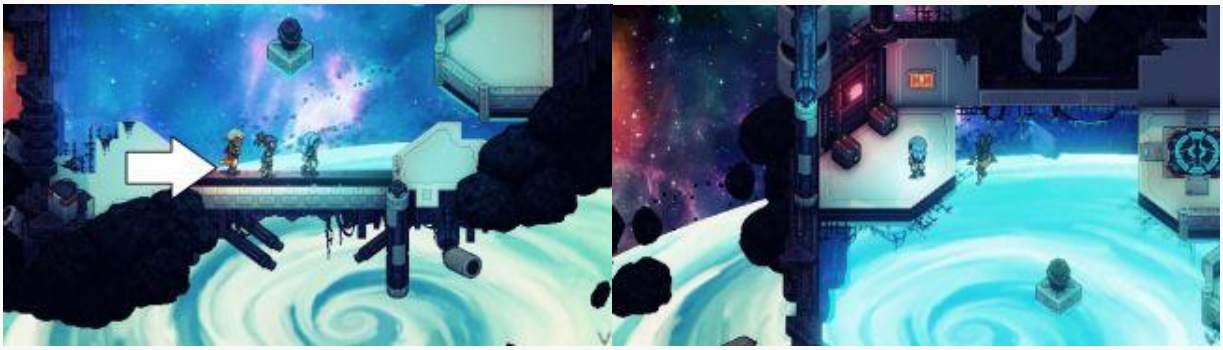
Well, we're up in space now, for sure. Love the look of this place! Continue on to a giant room with a single console. It will tell us the west wing is locked down for safety, but Serai doesn't exactly buy that, so let's continue on.

This area is in ruins, but getting across it is pretty straight-forward. Climb and crawl your way through this area to another big room with three crab enemies in it.

Defeat them and continue to the southwest. There's a floor switch here: you can use your Grappling Hook to hit a button and make a beam appear we can cross on. Then, we can hit another floor button and hit the south grappling hook target (north just takes you back) to continue south and hit another target to move the floor beam.

This should take you to a room with a grappling hook post in the center. Use it and use the computer you arrive at to make a console available back in the big main room.

BEFORE you go back, from the console, use the right steel beam to head to the right, then use the grappling post to find two treasure chests for a **Rosewood Cork** and **Sparkmesh Cape**.



We can use the console here to get back easier and teleport to the main room.

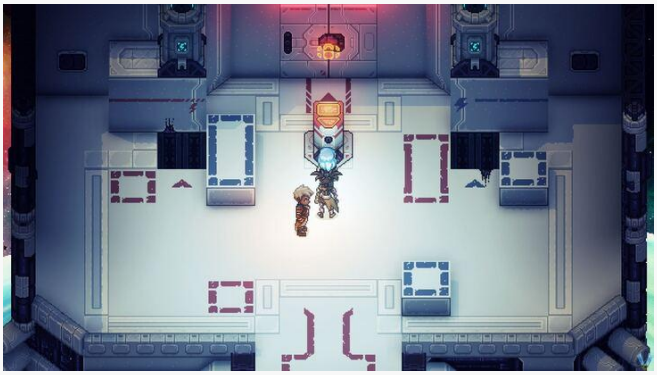
Take on the laser grid enemies here and then use the console we powered up. This grants us access to the north wing. Head up and we'll find a puzzle.

Start this puzzle by interacting with the wall-switches on either side. These will produce the tall blocks that you now have to move down onto the floor and into the black squares.

Note that the 'Central Console' raises and lowers the barriers here.

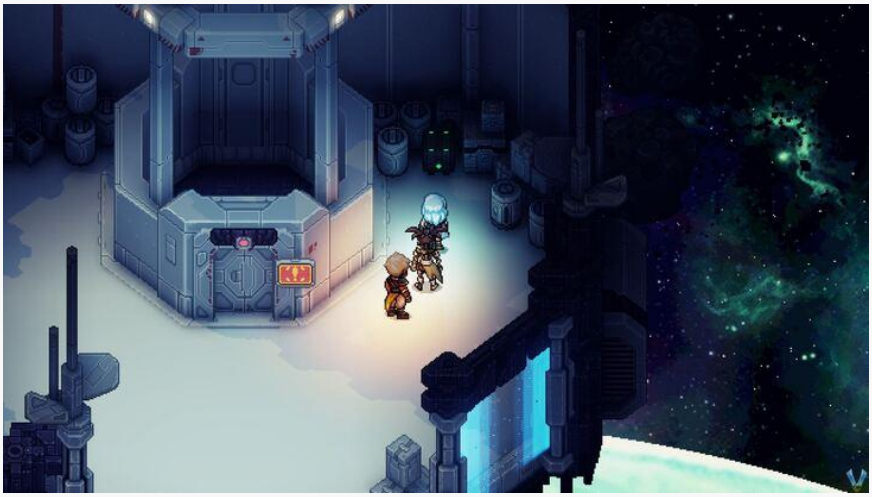
First, push the right block: **Down, Right, (Use Console), Up, Left, Up**

Now push the left block: **Down, Left, (Use Console), Up, Right, Up**



Success! Head north and go left to a **Save Spot** and a chest with **Music Sheet #7**.

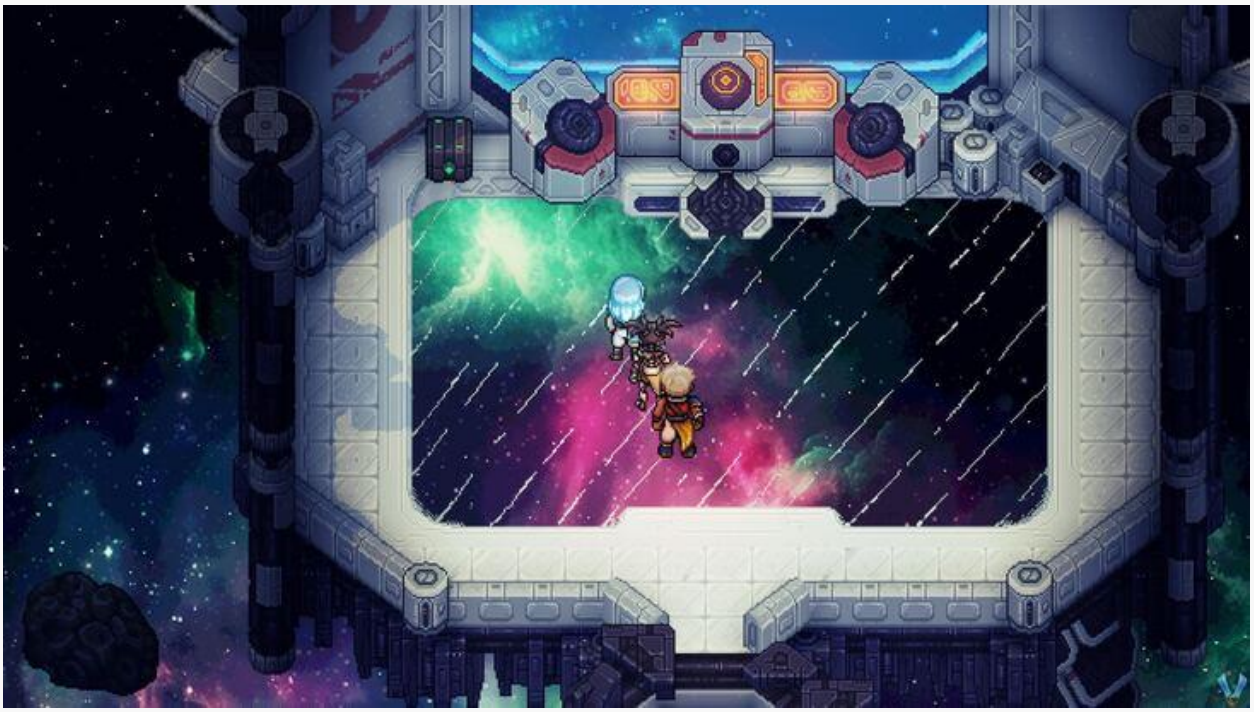
Continue on and we'll go down some hallways to another 'moving room'. Kill the enemies here and move the room. When you get off, be sure to get the **Question Pack #8** from the far right, then use the console to head upwards.



We'll be up higher, but there's still another console here with another elevator. Use it, then take the teleporter back down and we'll use another elevator to head up to the **3rd Floor** of this space station.

This station is a bit different. As you head south, look at the lights in the center here. We're in the middle room. Go hit the console and we'll go right.

Here, head up and fight the enemies, grabbing the **Plasma Daggers** and hitting the console here. This will turn on the "left" switch so we can continue.



Use the left console here to go left, to the room on the furthest left and head in.

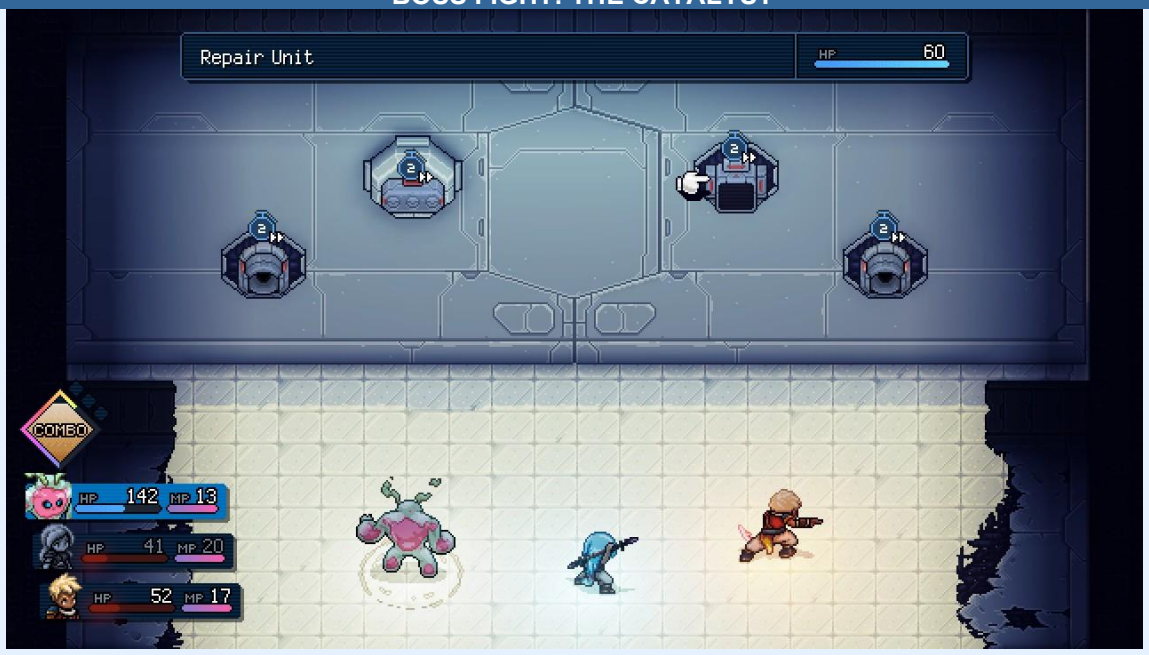
Yep, we have a 'Save Point' and a Camping Spot here. Heal up and save. We also have a 3D Printer here which is a merchant. Heh...

Item Name	Cost
Neobsidian Staff	151G
Plasma Blade	151G
Plasma Daggers	165G
Rosewood Cork	154G
Sparkmesh Armor	136G
Sparkmesh Cape	129G
Cloudy Simulacrum	129G
Sashimi	16G
Pain Dore	45G
Parfait	21G
Recipe: Surf and Turf Tataki	135G

Of course, that means coming up is a boss fight, so let's do this! It's a good idea to have some party-heal items here (HP and MP), with that "free item use" accessory.

Head forward and we'll see The Catalyst!

BOSS FIGHT: THE CATALYST



Well, this is an interesting boss fight. This one has multiple stages... and it kind-of reminds me of those "enemy walls" from Contra...

First, we have a wall with two nodes on it. These are **Repeater** enemies and they just shoot at you for minor damage. Take them out. They turn into the **Salvoer** enemies underneath though, which launch missiles at every party member, again for relatively low damage. Take them out too and the first wall is dead.

Onto the second wall. This time we have four nodes here. Same thing basically, but now you start to see the **Blaster** enemies and the **Repair Unit** enemies. Blasters hit a bit harder of course and Repair Units heal whatever they can. During this wall fight, you will probably get your Ultimate Attack, but be sure to save it.

Finally, onto the main fight. The Catalyst will bring our **SIX** of these consoles now, three on each side. This is the fight: the boss brings out a ton of little targets and tries to overwhelm us with attacks. That is his plan. The other part of this fight is that once we beat them all (and you will), only then will the Catalyst be available to be hurt! You have three moves to hurt him (a full round, basically) and then... back to the smaller enemies.

Rinse and repeat until you win.

So, our strategy is pretty simply. Hit-all attacks to take down the many, many consoles here. That and Ultimate Attacks. We want to save our Combo for Moon Shiv if we can though, for when the Catalyst comes down.

Between the free item usage and the hit-all attacks, you should be able to take down most consoles when they come up. You can then set up healing and build combos from there. Whenever the Catalyst does come down, hit it as hard as you can.

Keep up the strategy and we'll take this machine down.

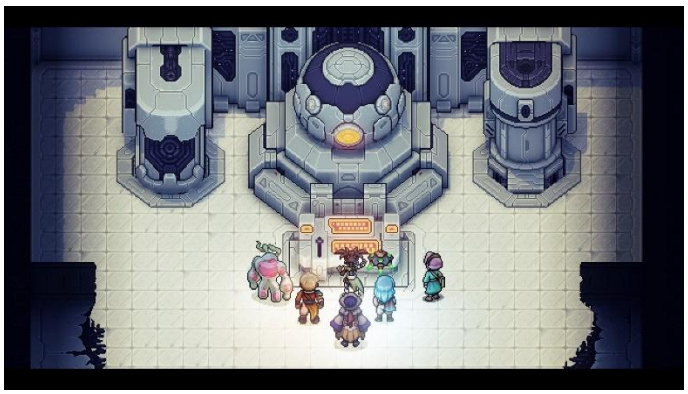
The Catalyst's Moves:

- Repeater: This module is a basic machine-gun type attacker. Guard on impact. Does minor damage. Probably the least threatening module.
- Salvoer: This is the "hit-all" grenade launcher module. Too many of these will add up of course, but just one does minor damage.
- Blaster: This modules is a bit more focused, with a laser attack and higher damage than the blast. Not bad, of course, but it all adds up (as is the gimmick of this fight).
- Repair Unit: At least there's one module that's not trying to kill us? Still, this Repair Unit will heal whatever it can, for 60+ damage which is far more healing than the modules do to your team in damage. If you can, destroy them even if it means taking a hit.

After the fight, we'll have some scenes of course. I really wasn't expecting that **AI Core**, but the console here is just... too advanced for us to do anything with right now.

With that said, enjoy the scenes here and our party will decide that we need help. Maybe the kids can help?

We'll find out in the next section! We'll see you there!

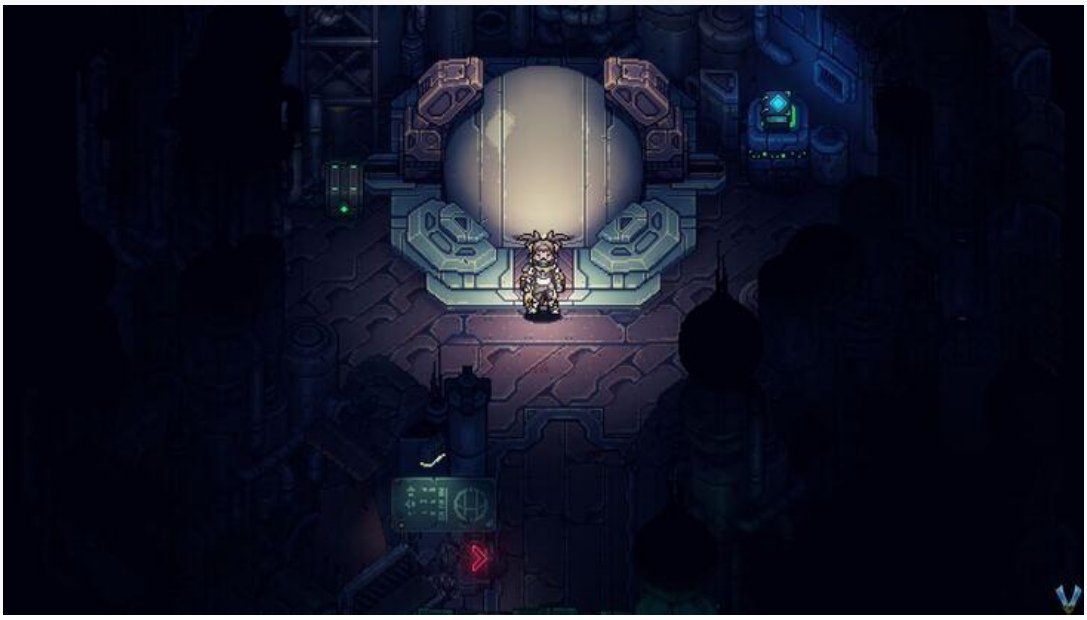


Home World & The Infinite Abyss

Hello there! Glad to see you're still following our guide!

This section is... interesting. The name we gave this part is the place we're heading to, but for now you should be on your way to visit the kids in the Clockwork Castle back in our Home World.

On your way back, we can use a teleporter and the Fast Travel system to head to the station near the **Sea of Stars**. There is a chest here that has a **Data Strip**, so be sure to pick it up.



From there, we can easily get back to our Home World.

Do so and **before** you head to the Clockwork Castle, make sure you have 250 Gold. We need to see the Watchmaker for that Wheels Station, remember?

So, go ahead and go to the castle now (remember there's a shortcut to the right of the dock) and we'll get **A LOT** of scenes. There's quite a few and they're all pretty good, so sit back and enjoy.

After awhile, you should have to go back in and look in on the kids. Go visit them again and we'll have more scenes. In the end, we'll meet a new assistant (and piece of cargo): **The Artificer joins the party**.

I didn't see this coming, but with their curse of staying in the castle... well, it makes a lot of sense, right?

Be sure to go see the Watchmaker and buy that **Deployable Wheels Table**. We have to head back to Serai's World after all! You all know BK: I went straight to **Repine** and played the Championship Wheels game, which netted me the **Assassin Figurine'**. Remember: your rewards depend on how many wins you have.

Go ahead and take the Artificer to the Sky Base and watch the scenes. Again, there's quite a few here but we'll finally reach our goal with their enhanced intelligence at our disposal...

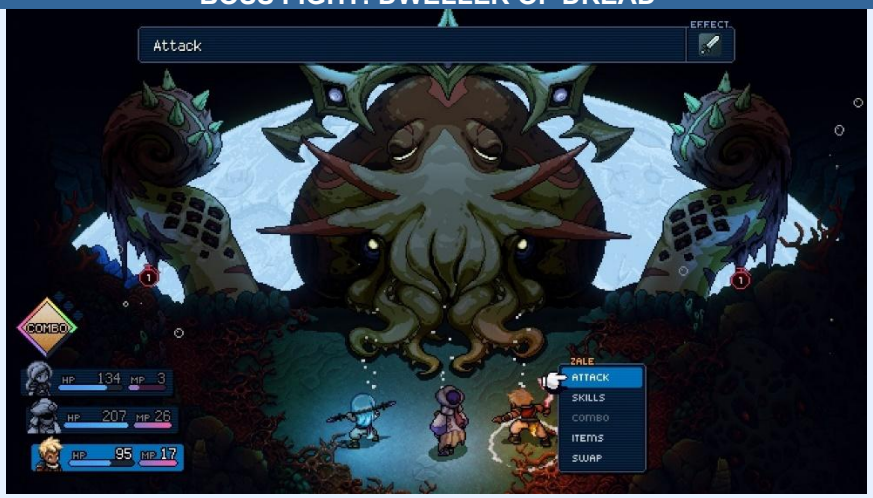
Now, the game wants us to go after the Dweller, and let me tell you, with the reward we're about to unlock we should go do this right now. Be sure you are prepared of course. Bring food!

The destination is the underwater moon... so let's head there in our ship now (The Sea of Stars waystation is the closest point).

Head there and go to the **"???"**. We'll be at an underwater world map. Just head left here and enter the **"Infinite Abyss"**.

Here, you simply have to head down. No items, no enemies, no nothing... we'll go down and down until we enter a boss fight! Hope you are ready!

BOSS FIGHT: DWELLER OF DREAD



Here we are, finally facing this world's Dweller!

It's going to take a bit to get to him though. First, we are descending, down into the depths! What this really means is that there's two fights against **two tentacles**. So... four tentacles in total. Two sets of two!

These Tentacles have their own attacks of course, which you can see below. Lunar Shield stops all of it and should be used a lot during this first part of the fight. Also, we need to make it clear, **use SKILLS and BOOST ATTACKS** on the Dweller. This does the most damage of course, like any dweller, and these tentacles are part of the boss so they count!

Try to save your Ultimate for the boss but use Combos here for sure to raise that Ultimate. You should have one ready to go for the boss by the time you get down there, with four tentacles dead already.

So, at the bottom we'll face the boss. This squid-creature has a couple of tricks up his sleeve, but not many. His basic attack hits everyone, and his charged attack pits you in a **very weird** one-on-one fight against one of your party members (at least they don't take damage). Both of these attacks aren't bad, to be quite honest.

That being said, use hit-all moves (Dash Strike / Moonarang) to hurt the boss whenever he has his tentacles. Or an Ultimate Attack from Velere/Zale of course. This hits and will nearly kill (or kill) the tentacles. For single hit moves, use boosted attacks or **Moon Shiv** which is godly here.

Keep your health up, use those free items (that Magic Pocket item is so good) and keep taking down the tentacles with those hit-all attacks (note the Tentacles do revive at half health though). This fight is surprisingly not very hard, so take this giant dweller down!

Dweller of Dread's Moves:

- **Needle Shot** This is one of the tentacle moves. They'll hover above a party member and shoot spines at you, dealing around 50 damage or so. At least it's just a single party member.
- **Tentacle Slap** This is the other basic tentacle attack, as they will slap down at you. Just a single party member at least. It will deal 45-50 damage.
- **Tentacle Grab:** Well, this isn't good. The tentacle will grab you and hold a party member. You want to break the lock to return your party member. Sooner rather than later!
- **Dread Stare:** The Dweller's finally attacking. This is his charge attack, which you may or may not be able to break in time. If he gets this attack off, you'll transition to.. a one-on-one fight with one of your party members (controlling the last party member you used). You party member will do basic attacks against you, so use your own boost attacks and take them out. This isn't a very threatening "ultimate attack" from the Dweller, to be honest, so enjoy it!
- **Mouth Grab:** This is the Dweller of Dread's basic attack. He'll gobble up everyone and slosh us around three times or so before letting us go. This attack will deal 25-40+ damage to everyone in the party and is one of the reasons Lunar Shield isn't quite as good in this last part of the fight. Still, be sure to stay healed!

After the fight, we'll get some scenes showing off our new method of transport. Yeah, this is happening. This is incredible.

The world is really ours for the taking now, isn't it!? That's where we'll end this section though, as we have a lot of **Clean Up** to do now! We'll see you in the next section!

World Clean Up

Welcome to the "World Clean Up" page! Here we'll be going through whatever it is that we have left to do in order to get everything before the final showdown. That means doing some sidequests, obtaining the rest of the Rainbow Conches, completing the rest of the Solstice Shrines, and once we're ready, we'll be off to go deal with the Fleshmancer!

Although we call it a "Clean Up" page, it's mostly to guide you in what direction and what to do before we go do the Fleshmancer.

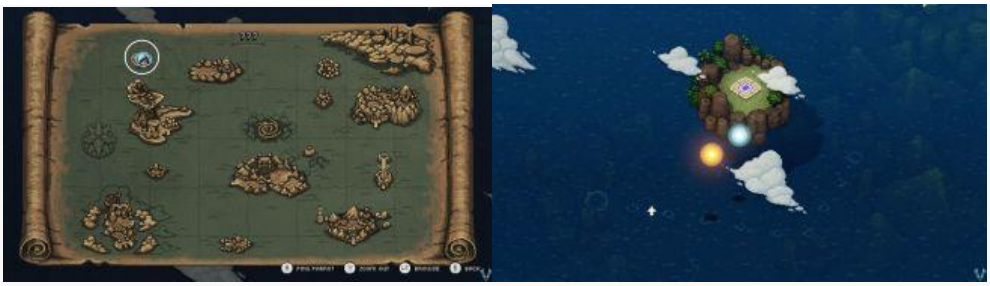
For starters, how cool is it that we can fly? Pretty neat, huh? I love the speed at which we fly too! That being said, given that we're here in Serai's World, let's do what we can here. For starters, we have a Solstice Shrine. We've done 2 so far but we have 3 left. We'll leave those in the link below. It's their locations, how to clear them, and the rewards we get for completing all 5 Shrines (spoiler alert, it's the Solstice Warrior's best weapons).

- Endgame Solstice Shrines (or pg.266)

Given that the link above will leave us in our own world, there's a lot more to do! For example, we can do a worldwide light puzzle. Yeah, this means using our ability to manipulate day and night cycles. There are 3 puzzles that lead to a boss fight, some rewards and a trophy.

This little sidequest can be started at the floating island north of Sleeper Island (where Brisk is). The link to it is down below with all the info you need.

- World Light Puzzles (or pg.259)



Now that's a lengthy sidequest! On to the next one! Remember Duke Aventry? The undead in the Flooded Graveyard (east of Lucent) on Wraith Island? Yeah, he has his own sidequest! We need to free his soul from this world. We can start this one by talking to Hortence, our ghost captain.

- Releasing the Duke (or pg.276)

You want more? Don't worry, we've got plenty more to go on! Head on over to Brisk now. Head on over to the northeastern corner of town to where the fountain was (head directly north from the southern shops) and you'll be able to find a coliseum. Yeah, they built one here. Might as well given that half the town left to build Mirth, right?

Anyway, this here isn't necessarily a "sidequest", but we marked it as one. We left the link below with all the info needed.

- The Coliseum (or pg.280)

And that's honestly about it for this world! Head back to Serai's World and we'll have another sidequest. Remember the **Cerulean Expanse** area east or Repine? Well we have a sidequest there that also involves a strong boss so caution is advised. This "sidequest" can be started by setting up camp or resting at an Inn and talking to Serai.

- The Queen that Was (or pg.283)

And with this sidequest done you should have all 60 Rainbow Conches. Head back to Lake Docarria and hand over the Rainbow Conches. We have the last 2 rewards to grab and these were **RECIPE: Pudding Chomeur** and **Rainbow Star**. This last one is part of the "True Ending" of the game.

And lastly, the last people for Mirth! We are only missing the Innkeeper. Head on over to the Town of Lucent and speak to Edgar in the Inn.

He will tell you about his brother that just lost his job. You'll let him know about Mirth and he'll be off to go over there.

And that about wraps up what we can do around the world. Whenever you're ready, head back to Serai's World and enter the Fleshmancer's Lair, the floating island on the northern side of the map. We'll see you there!

Fleshmancer's Lair

Enemy	Treasure List
BilePile	Data Strip
Tsiclop	Salix Cork
Sleuth	Apogee Daggers
Stitcher	Earthshine Staff
Soul Curator	Firmament's Edge
OAF	Legendary Feast
	Question Pack #10

Are you guys ready to end this? Just a quick note:

NOTE: This is the final dungeon (and boss fights) of the game. If you happen to complete all of the sidequests listed in the "World Clean Up" page before this one, you'll be very powerful. You should have everyone's strongest weapons in the game, making the boss fights trivial. That being said, all the weapons you find in here will be weaker that what you already got, making them useless.

After the initial scenes, use the **campfire** and save point and head inside the lair proper.

Once inside you'll see we'll have these platforms that appear out of thin air. I like their look. Head north and at the fork go left first and press the button over here.

Pressing this button will raise a platform with a red pillar and some enemies. Note that all the enemies you encounter in this place you've already fought before. They're more of those "Fleshmancer Enemies" where they are extremely weak to Sun and Moon powers so focus on using those. Once the fight is over, you'll want to push the pillar all the way to the right, across the bridges. Over here you'll find a red square on the ground. That's where this pillar goes.

Placing the pillar will lower a bridge to the left, activate a button on the right, and a fight. Deal with the enemies real quick then press the button up north. This will make a grapple point appear in front of you but we'll need to go around to use it.

Return to the center of the fork and go north now. This is the way to go but we need to lower the path first. Instead go right here to find that grapple point we just revealed. Use this and climb the ladder to reach a pillar with a green crystal above it.

Push it down and then move it to the green block on the ground to the left. This activates an eye ball (?).

Head to the left side and use the ladder that just appeared to go up for a second green crystal. Just like before, push it down then move it onto the green block on the ground. This will open a large mouth which we can use to go through to the next area.

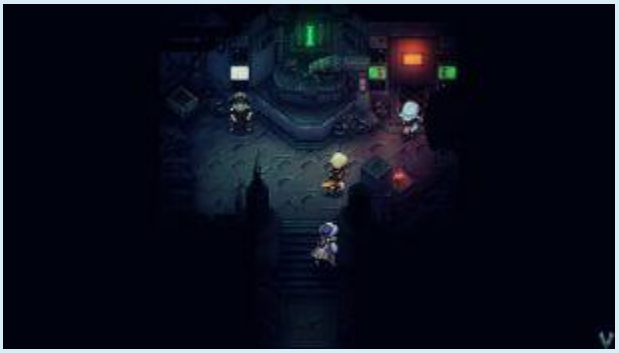
In this room we need to move the large eyeballs around to open paths AND the way forward. These orange eyeballs work pretty much the same as the magma rocks did in the volcano when we played as Valere. That being said, as we enter notice the orange pad to our left. Steping on this one will open the fence around the eyeball to the right, but we need to leave something on it in order to keep the fence down.

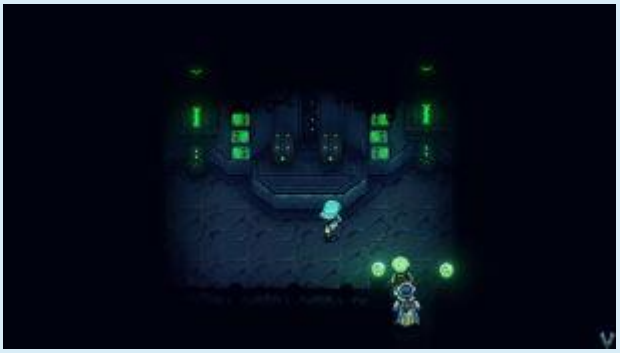
For now head to the upper left corner, deal with the enemies to gain access to the northern eyeball. Move this eyeball to the orange pad we were just talking about to gain access to the second eyeball. Move this second eyeball to the bottom right but don't leave it on the green pad. Instead move it to the north of it to find a chest with **Data Strip**.

NOTE: If this is your last Data Strip (4th one) then you can get the Cypher.

To do that head back to Repine and go up to Serai's house and check the console on the left. The machine will detect all 4 Data Strips and you'll get the Cypher.

With the Cypher in hand, exit her house and go down to the shop on the right with the pink sign and use the Cypher on the orange console inside. This will open up a secret room with 2 chests, these containing **Question Pack #9** and **Cosmic Cape**.



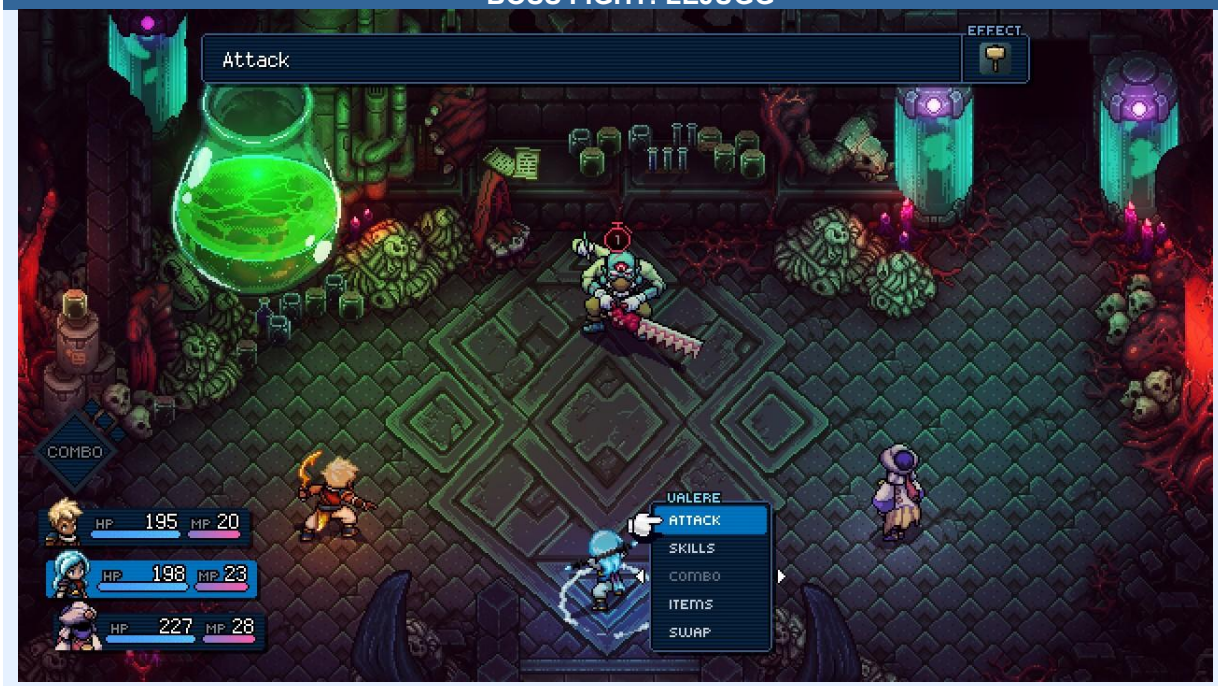


Return the eyeball south and NOW place it on the green pad. This will open a little gate to the north that leads to a pink pad. These pink pads are the ones where we need to place the eyeballs to open the way forward.

Now go ahead and bring over the eyeball on the left side over to where the other eyeball is and move it north past the green gate and onto the pink pad. Return to the eyeball on the bottom and push it to the left side of the room where the other pink pad is. Place it on top of it to open the way forward.

Go up the stairs to find a **campfire** and a save point. Make use of both of them and head north to trigger a little scene and then a boss fight.

BOSS FIGHT: LEJUGG



Well, we definitely weren't expecting an evil doctor here, although he definitely fits right in with the decor of the place right?!

In all honestly, this boss fight is... pretty easy. Lejugg only has a very shallow pool of moves, and loves to charge up his **"Roulette Punch"** move over and over. Try to break it when you can, and combine it with the **"Disorient"** skill to really rack up damage on this boss.

And that's all you really need. Heal with Resh'an / Valere when you need to. Lunar Shield is great here of course, but one of his basic attacks kind-of neuters it a bit. The transformation in this fight is unique and unexpected, but with only three moves this boss fight isn't much of a challenge or worth talking about too much. Take this freak out!

Lejugg's Moves:

- **Chainsaw Swipe:** This is the "pre-transformed" attack... Lejugg will swipe at you with his scalpel and then hit you with the chainsaw, making this a two-hit attack. Still, you don't have to worry about this attack for very long. You're soon going to see the transformation and, well, we go down to the attacks below.

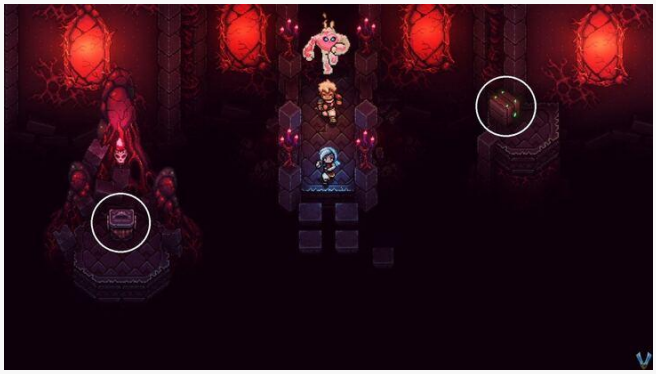
- **Claw Swipe:** So this is the "normal attack" for most of the fight. One reason why Lunar Shield isn't quite as good here as this swipe will hit everyone and deals about 30-40 damage. Not too bad, honestly. Best to use Lunar Shield after it hits as you can at least block some of the Roulette Punches.

- **Roulette Punch:** This is the last move you'll see. Yeah, this boss doesn't have much variety for sure. This attack will target two random party members (we're unsure if he can target the same person twice in a row or not... we never saw him do that). Still, this attack **hurts** as he will deal 70-100 damage with it per hit. Heal with Zale if someone needs it, but try to break the locks first of course!

After the boss fight feel free to go back and save your game and heal up. After you do simply head north into the next area.

Here head north and follow these platforms as they take you northeast and into another room. In here we have a fight against a pair of Sleuth enemies. Kill them and proceed to the next room, which is just a passage going around and up into the next area.

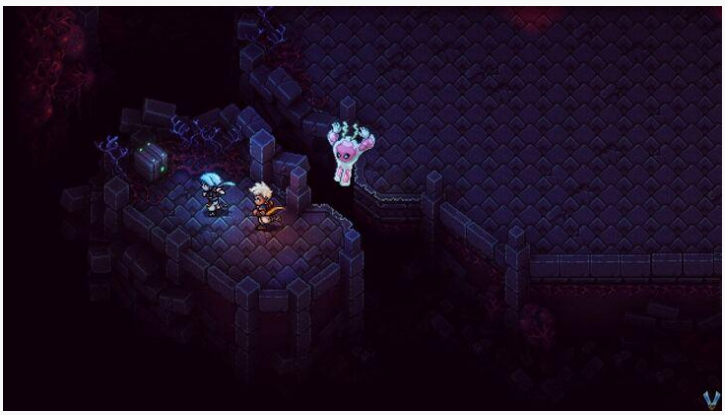
As we appear we immediately have a chest on the right and a basket on the left. The passages to these are extremely easy to follow so make your way around the appearing/disappearing platforms to reach them. The chest has **Salix Cork** and the basket has **Yakitori Shrimp**.



From the basket, make your way south while you stick to the left side of the room and you'll eventually have to go right and out of this room.

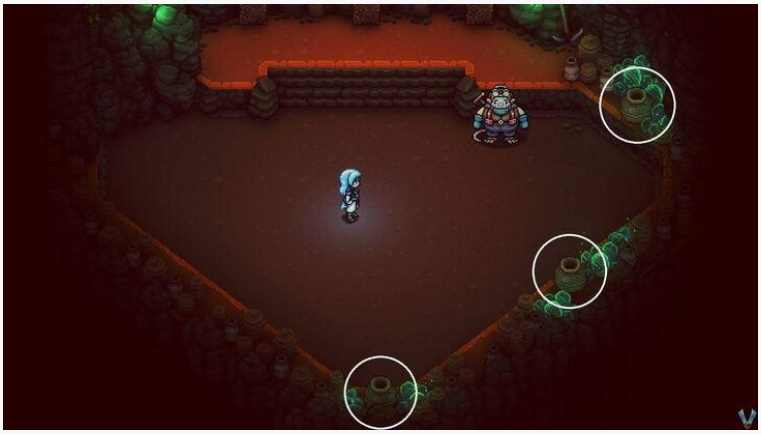
This will be another passage that goes around and up into another room. Follow it to the next room where we'll have a fight in the central platform. Easy fight. Do be careful of the only new enemy here, the **Stitcher**. These guys like to attack normally, but their charge attack has them create a double of themselves, making them super annoying and our top priority when fighting them.

After the fight, go ahead and jump across the southwestern platform to find a chest with **Apogee Daggers**.

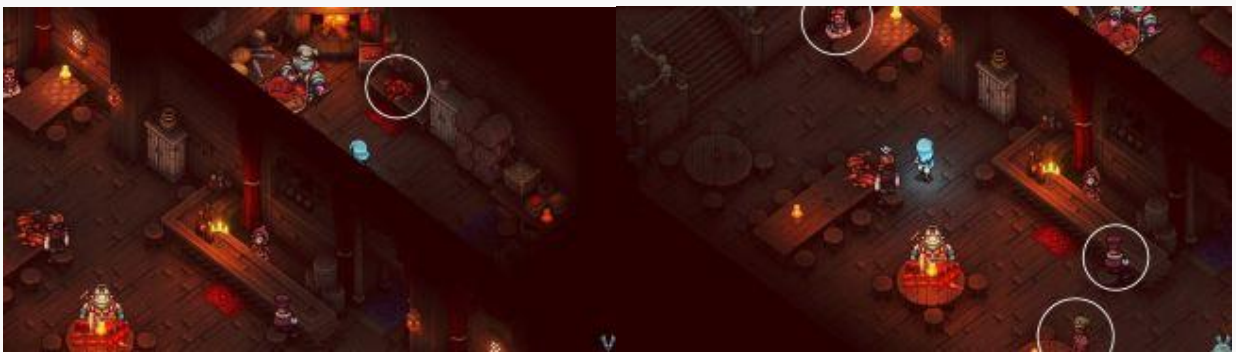


Exit this room via the northwest and follow the platforms just like we did before, grappling across the room and into the next one where we... where are we? We are we at a camp with grass and trees? Are these the Sky Islands? Talk to the party to find them talking very odd. Rest at the campfire... yeah something going on.

We are at the mines now. After the talk with the mole, pick up the 3 vases and place them on the pedestals to the north.



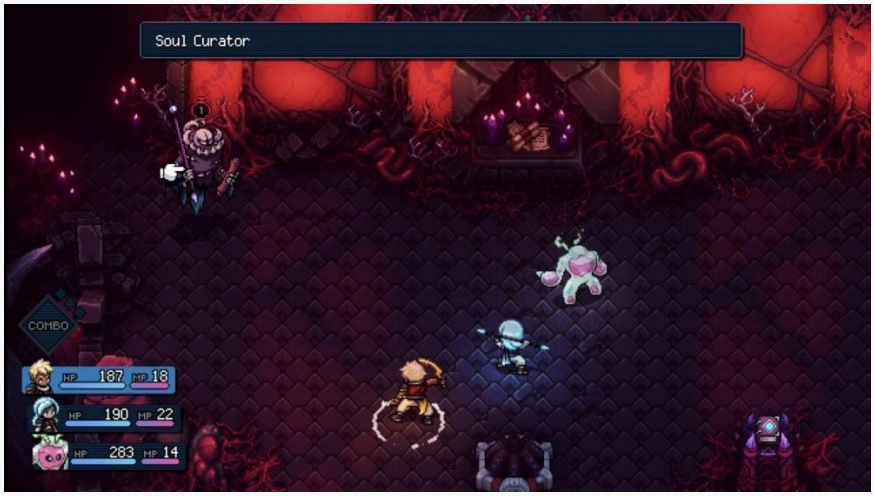
This will take us back to the restaurant ship in Brisk. Once here talk to the person behind the counter and yeah, it seems we're the waiter. Head to the kitchen in the back and here we'll need to grab the food from the table and bring it out to the 3 people that don't have food. Super easy.



After you've done so, talk to the person behind the counter once again to pass out. We're now at a fishing spot. Go ahead and fish out the only fish here. It's the easiest thing every so bring it out and show it to the mole person next to you to continue with this crazy trip. Yeah, this is definitely creepy.

We'll eventually be back where we first took camp and you'll see that everyone's passed out and there's a red orb floating north of us. Interacting with it will... shatter the place, well just crack it. You'll want to chase it around and interact with it several times until it breaks and we're back in reality.

Once this happens you'll have Soul Curator here, another one of the Fleshmancer's minions. After a little talk we'll have to fight him. Thankfully this isn't a boss fight and the only thing he does is normal attacks. After a couple turns he'll run away. Hmm.

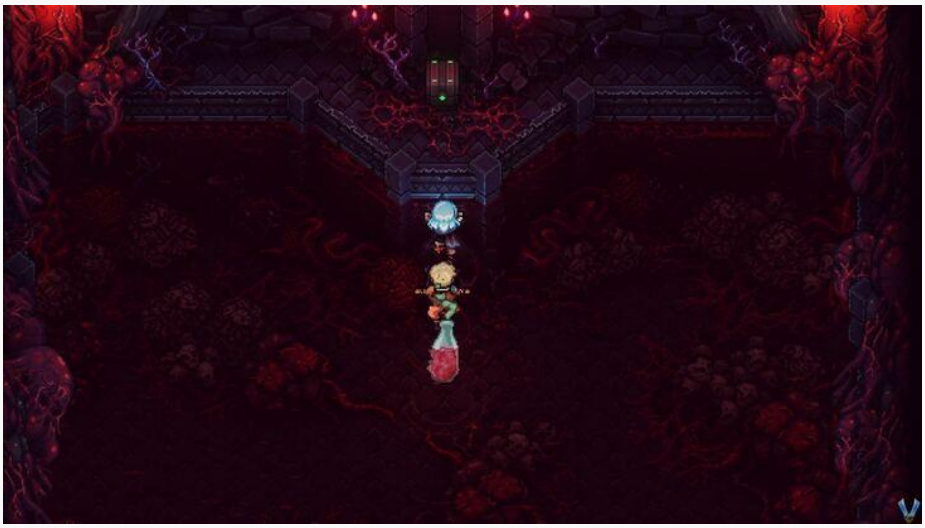


Afterwards we'll regain control here in the room with a **campfire** and a save point. Go ahead and use them both and BEFORE you follow the Soul Curator, go SOUTHEAST first. This takes us to the mine room? Go ahead and touch the red orbs again to break the illusion here and you'll reveal a chest with **Earthshine Staff**. This will start a fight so deal with the enemies as well.

Return to the previous room and now go northwest to reach the restaurant ship. Just like before, chase after the red orbs to break the illusion here and you'll see 3 Stitchers here. They won't attack yet but if you go northwest you'll find the Soul Curator once again. Here we'll have to fight him once more, alongside all 3 Stitchers. Focus on using multi-targeting attacks to bring down the Stitchers ASAP. Soul Curator is exactly the same as before: after a couple turns and attacks he'll run away.

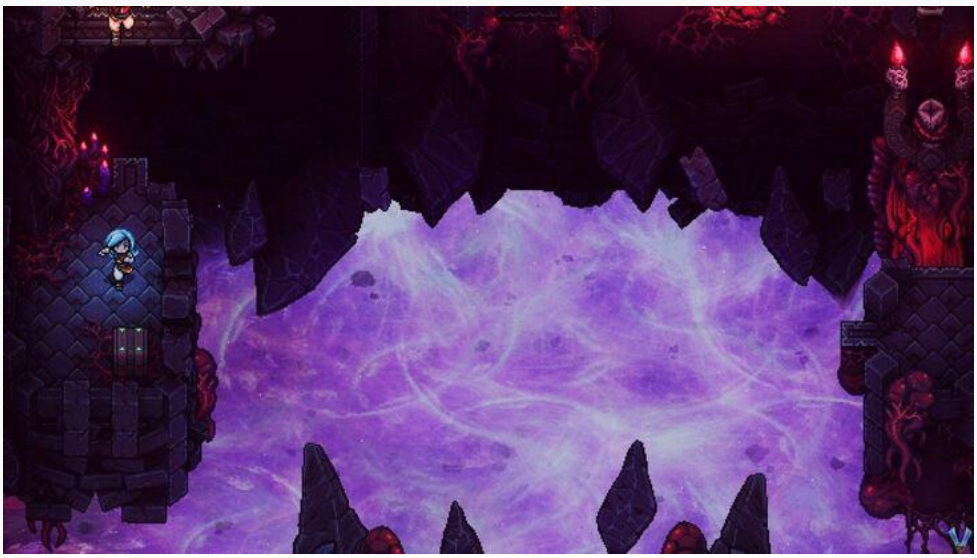
Chase the Soul Curator again, go through the passage that goes around and up into the next room, which is the fishing spot. Once more time, chase the red orbs to break the illusion and then it's a fight against Soul Curator once more alongside some minions.

After the fight head north across the little pond to find a chest to the far north with **Firmament's Edge**.



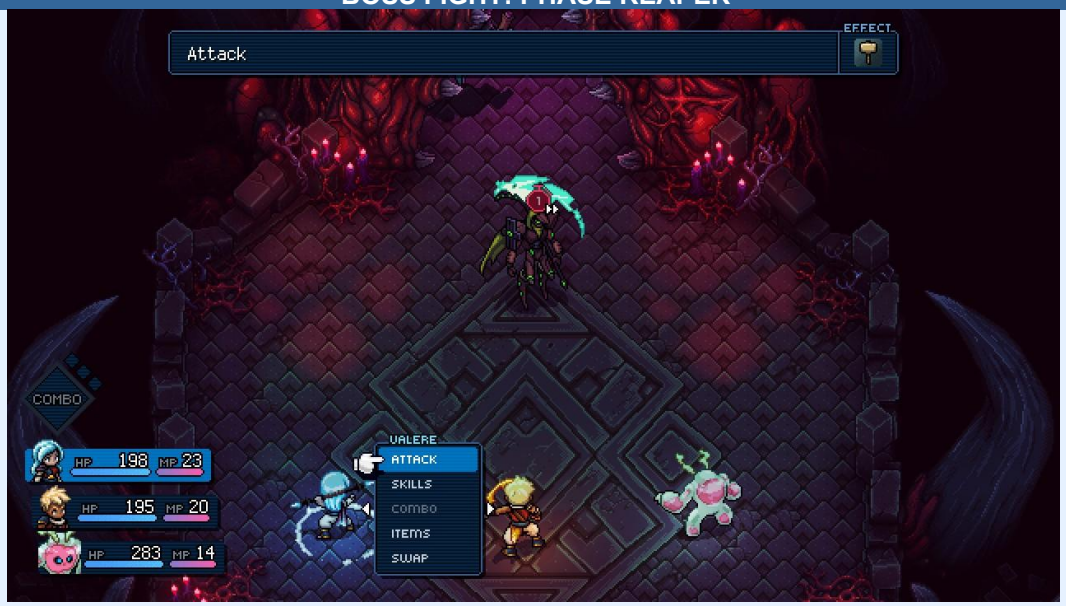
Return and head southeast through the connecting passage and into the next room where we'll have to go around jumping from platform to platform (all of this linear) and using the teleport at the end.

We are now at a **campfire**. Make use of it, save your game and when ready head north. In this next room go north and at the fork go right, grapple across and use the wall to go left, then hop across the platforms and jump down to the one below where we can open the chest to find **Legendary Feast**.



From here you can find a passage with hidden platforms to the north. Follow these to the next room where we'll have to go north across the bridge to trigger a scene and then a boss fight!

BOSS FIGHT: PHASE REAPER



Well, this is one cool-looking boss for sure! Love that plasma scythe!

This fight isn't bad. Pretty standard. The big thing here is that the Phase Reaper is going to multiply himself, so you are going to have two copies: one to the left, one to the right. You can kill these copies of course, but he can just bring them back. You are probably better off killing **one of them** and then just focusing on the center reaper to end the fight. Smarter, not harder!

These copies also don't deal much damage. They are **fast** but they usually just hit for around 20 damage per attack if you block (the strike has a slight delay, so be ready for that).

Other than that, you should try to break the main reaper's large lock attack (the six-lock one) as that move can deal around 200 damage and kill party members off fairly easily. Have B'st do some Warble if you need to and heal/shield after that (although again, Lunar Shield isn't really the best here with those two fast clones out there hitting everyone all the time).

The smaller charge attack is... pretty pathetic by the way. We're going to stick with taking out a clone and then putting big single-target hits on the main boss here to finish things quicker. Definitely the strategy here. As always, let's go over his moves below!

Phase Reaper's Moves:

- **Phase Shift:** This isn't really an attack, but we'll post it here anyways. WIth this move, the Reaper makes two clones (as mentioned above). These clones pretty much only attack with basic attacks, dealing around 20 damage per strike. Not bad at all, honestly.

- **Scythe Strike:** The main reaper can do a Scythe Strike too! Again, this would be around 20-30 damage per attack. You want to see these attacks (or maybe the split ball attack) more often than not. Very manageable with healing.

- **Flourishing Death:** This attack is definitely the worse one and has the longer charge attack (six locks). If he pulls this off, you are looking at taking upwards of 200 damage

here, which is more than enough to kill someone... or if it doesn't, the fast clones may do the job directly afterwards. Being able to revive with an item and then still do a move is extremely helpful, but you could just have B'st Warble as well. Note that this move has three scythe hits and a final bigger attack with that energy ball. Try to block them all as it definitely helps out in the damage department!

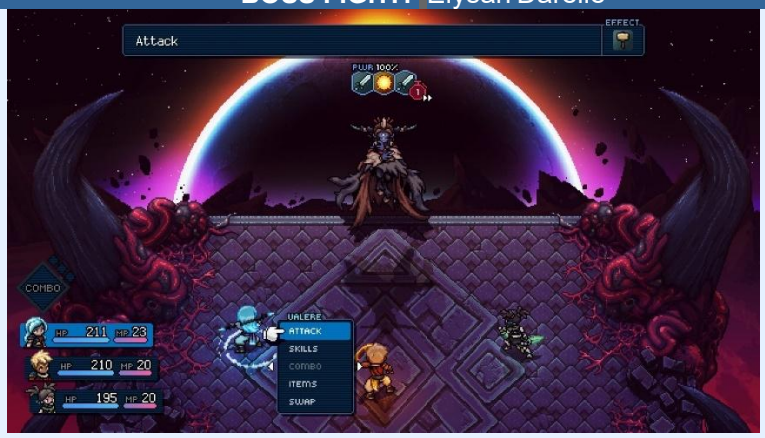
- **Split Ball:** This move is the lower-charged one (only four locks). It's actually not bad at all though. The reaper basically takes that energy ball, moves above it, and splits it to hit everyone in the party. This will deal a pitiful 15-20 damage, so as you can see it isn't that dangerous. Lunar Shield is OK after this, but generally not that good in this fight to start with (until you take a clone out at least).

After the fight we'll have some scenes, some really good ones. Once they're over head north through the passage and we'll reach an altar. talk to the cultists here if you so wish but to the north you can find a shop on the right side. At this point we don't really need anything BUT make sure to buy **RECIPE: Lasagna** and **RECIPE: Braise**.

The orange pad nearby is a teleport back to the entrance. Use it if needed but make sure to enter the room to the northwest to find a campfire and a chest with **Question Pack #10**.

And that's about it really. We are about to go to the final fight so make sure you're healed up, cook your best food, save your game and once ready head north to the next area. Here we have a long bridge then a SUPER HIGH tower. Go up and up and up and up... is this the stairs equivalent to Metal Gear Solid 3's ladder sequence? At the very top though, go through the door to trigger some scenes and then we'll have our final boss fight!

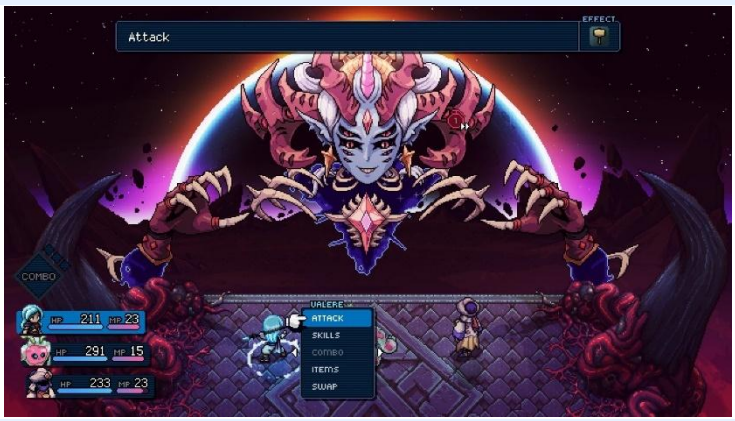
BOSS FIGHT: Elysan'Darelle



Well here we are... she's not herself, so you can't feel bad. She doesn't even recognize us anymore...

This fight is pretty standard if you ask me. She has quite a few interesting attacks of course. In fact, the first part of this fight you may think to yourself, "Gee, self, this seems to easy"... and you'd be right. The first phase of this fight is pretty darn easy. You should be able to get through it with minimal effort and healing.

And then things will get harder, as Elysan'Darelle calls for more power and comes back... well, significantly bigger...



After her transformation, she'll have some powered-up attacks. Notably, she has a **Crystal Touch** move that will encase whoever she hits with it in crystal, and shatter them if you can't break the locks on it. That's a death move, of course. Not too horrible to come back from but still.

She can now also use a **"Leech Life"** move to heal herself while damaging everyone, but it's pretty minor. Honestly, she mainly just uses her powered-up arcane symbols to hurt the party in this form.

Keep your healing up and keep wailing away at her and you'll pass this fight fairly easily. Try to break the charges for the Crystal Touch in particular, but you do at least get a second chance to break the actual crystal if it appears.

Keep at it and take our wayward mentor down... she made some bad choices...

Elysan'Darelle's Moves:

- **Telekinesis Crash:** This is one of her "pre transformed" attacks. She'll raise up two party members and crash them into each other. Heh! This will still only deal around 20 damage to each party member, so not bad at all!

- **The Pyramid:** Well, it looks like she still has her "bits" with her. She uses five of them here to engulf the party in a pyramid of fire. This will rotate a bit and hurt everyone for around 50 damage each or so.

- **Arcane Symbol:** This is really her basic attack. She will draw fire symbols in the air and then shoot them at a party member. This will deal around 40 damage just to that one party member.

- **Crystal Touch:** We've moved onto the transformed form now! This is a charge attack you can try to break (although that may be hard). If she gets it off, you have one turn to try and break the crystal. If you can't (and it can be hard to depending on the locks), she will shatter the crystal and kill whoever is inside it.

- **Arcane Symbole (Powered Up):** These are powered-up arcane symbols. These ones are much larger and will hit a party member three times... but note, the symbols can also move between party members and hit multiple people this time. You can expect around 70 damage if it all hits one person, or split damage between party members.

- **Life Leech:** This attack is honestly a bit under-whelming... She'll attack the entire party and deal around 20-30 damage to everyone, and heal herself afterwards for around 40 HP. These are just suck low amounts at this point in the game that we're not impressed...

After the fight go ahead and watch the scenes play out and eventually we'll be out in space. Don't really want to say much here because I want you to experience this awesomeness by yourself, but I'll say one thing: JUST SHOOT! Shoot nonstop and dive with . That's it haha.

And after this... well, credits start rolling! Make sure to watch to the end because something very interesting happens. Also make sure to check out our "How to obtain the True Ending" to get the best ending in the game. That's pretty much your post game content!

I hope you enjoyed this guide as we played through Sea of Stars together. Being that both of us are huge RPG fans, and it's mostly our specialty in writing guides, we knew from the get go that this was a game that we just HAD to cover. It was a heck of a journey and every minute of it was amazing! We are also 90s kids so we grew up with all of the old school good RPGS: Chrono Trigger, Final Fantasy, Dragon Quest, etc. so this was a fantastic homage to these games.

If you enjoyed the guide, be sure to comment below as this guide wouldn't be here without Neoseekers support. Thanks for playing along with us everyone!

Side Quest Guide

Mole Painting

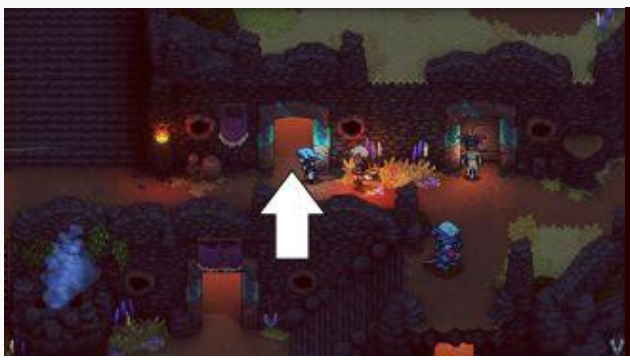
This little sidequest is quick and easy to do.

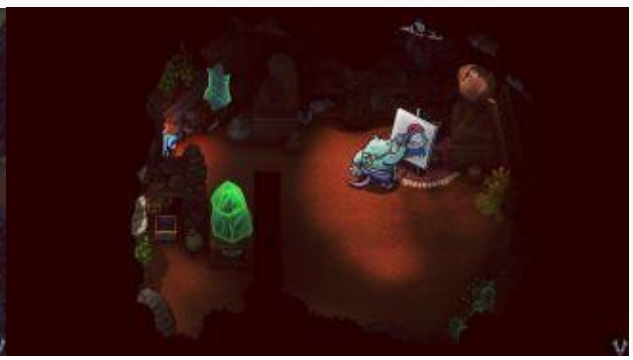
We can do this after the events at "Maelstrom Point", since its when we can roam free with our boat.

That being said, return to the ruined Town of Brisk and at the docks, next to the save point, you can find a mole person. Go ahead and talk to them.

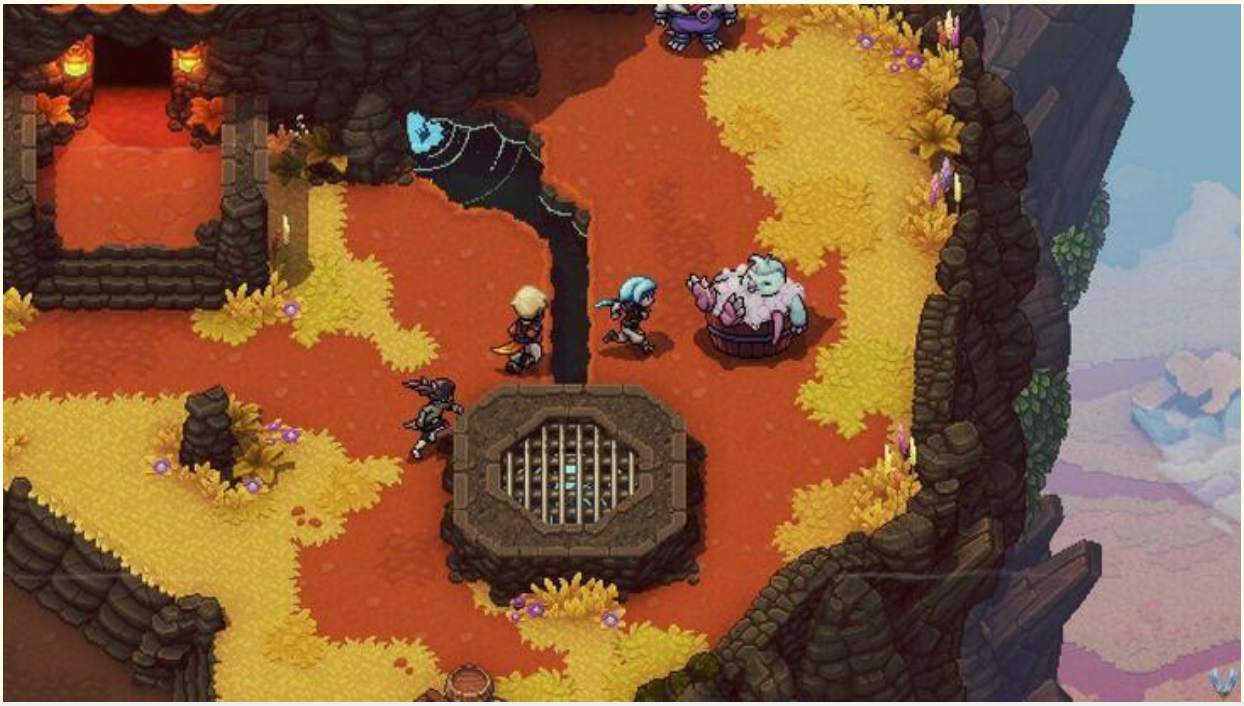
This mole person wants a painting of herself. Hmm. Where have we seen a painter? Easy!
We'll want to go back to Stonemasons Outpost. Sadly for this, it means we have to go through Coral Cascades once again and take the lift up to Stonemasons Outpost.

Once you do though, enter the painter's house (behind the inn) and talk to him. He'll be happy and head over to Brisk.





NOTE: while you're here talk to the mole person taking a bath on the eastern side of the outpost. They'll head over to Mirth.

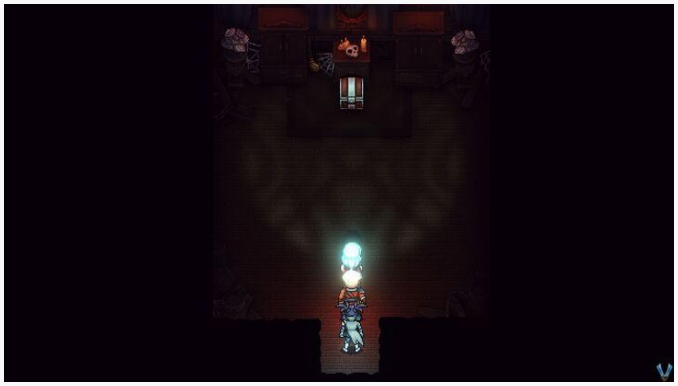


And with that head back to Brisk and talk to the painter. He'll thank you and give you a **Rainbow Conch** for your troubles.

Quiz Master Sidequest Guide

Quiz Master, although not necessarily marked as a "sidequest", it can be marked as one.

We can start this little quest in **Town of Lucent**. After the **Flooded Graveyard** and we get the grapple hook, head back to Town of Lucent and from the bridge on the eastern side of town you can see a grapple point to the north. Grapple north and follow this path until you reach the inside of the inn's roof. In this room you can find a chest with a **Turbo Cookie**.



Take this cookie to the little pirate in the northwestern corner of the town and he'll attack you. He's a regular enemy to defeat him and he'll thank you (he'll probably rest in peace now). Go ahead and check the tomb to find a **Shed Key**.

Go ahead and go to the little shed on the eastern side of town (past the bridge) and open the shed.

Inside you can find a well. Take it down to find a white pot? Talk to it and tell it you've come to play... down you go.

We are now in a talk show of some sort. Here we'll be asked some questions and depending on which set of questions we play we'll get a reward, but only if we answer all the questions correctly.

There is a **Causal** and **Expert** rank for each card collection. The difference is in expert you are asked **all 10** questions and get one less lifeline from Teaks. Here's the Questions and Answers for each Question Pack.

QUESTION PACK #1

1. You are facing an enemy with two blunt locks and two sword locks. Which combo move can get you out of this situation? - **Solstice Strike**
2. Without any equipment, how much MP does Zale's Sunball cost? - **8**
3. What is the name of the spiritual being found at the top of Mountain Trail? - **Elder Mist**
4. What is the name of Zenith Academy's training golem? - **Wyrd**
5. On Evermist Island is a secluded village where Children of the Solstice are delivered. What is the name of that village? - **Mooncradle**
6. True or False: Boosting regenerates MP. - **False**
7. To "use magic without using magic" is to do what, exactly? - **Use live mana to boost**
8. True or False: Rochevres can be found in the Forbidden Cavern. - **False**
9. When is Valere's birthday? - **Winter Solstice**
10. Without any equipment, how much MP is recovered from a regular attack? - **3**

REWARD: Shiny Pearl (CASUAL), Teal Amber Ore (EXPERT)

QUESTION PACK #2

1. Of these enemies, which one is NOT present in the Moorlands? - **Drillbat**
2. Yolande, Valtraid and Keenathan are part of a pirate crew led by whom? - **Captain Klee'shae**
3. What name did Malkomud give his pet salamander? - **Rockie**
4. True or False: Those traveling by yeet ball land on Sleeper Island after being caught by X'tol. - **True**
5. What is the name of the enchanted currency that can control the undead? - **Coin of Undeath Accord**
6. Of these establishments, which one is NOT found on Sleeper Island? - **The First Stage of Grief**
7. What is the name of the raft the pirate crew used to sail across the Shallowmire? - **The Oakum Skiff**
8. In the Stonemasons Outpost, the Molekin are taking care of the wind tunnels so that they keep on fulfilling which function? - **Play music**
9. How many red berries are required to make one portion of Berry Jam? - **5**
10. True or False: The Molekin from Stonemason's Ourpost are descended from a long line of elemental mages. - **True**

REWARD: Teal Amber Ore (CASUAL), Teal Amber Ore (EXPERT)

QUESTION PACK #3

1. Without any equipment, which of these skills costs Serai 9 MP? - **Phase Shiv**
2. When properly timing Garl's Nourish, what is the apple replaced by? - **Half a sandwich**
3. What is the name of the sorcerer type enemies that can be found in the Necromancer's Lair? - **Mermofwizqard**
4. True or False: Duke Aventry was resurrected from his ashes by the necromancer Romaya. - **True**
5. In the Cursed Woods, what is the name of the enemy that had to be destroyed to get rid of the vines? - **Boulbe**
6. True or False: The First Stage of Grief was so named because the people of Lucent like to gather in mindful acceptance of their situation. - **False**
7. Wraith Island was named after a Dweller appeared in the Haunted Mansion. What is that Dweller's name? - **Dweller of Woe**
8. When a Gulgul escapes battle, what does it do? - **Strike a pose in a puff of smoke**
9. How is the tool allowing one to propel themselves to stakes and climbable surfaces called? - **Graplou**
10. If one were to buy a Scrimshawed Sword, how much gold would they need? - **80**

REWARD: Teal Amber Ore (CASUAL), Teal Amber Ore x2 (EXPERT)

QUESTION PACK #4

1. When Garl gave the new town its name, which of these did he pick? - **Mirth**
2. Of the following species, which one can NOT be fished on Sleeper Island - **Ghosturgeon**
3. True or False: Captain Klee'shae acquired The Vespertine by spending a Coin of Undeath Accord - **False**
4. How many potatoes are required to make one portion of Hearty Stew? - **3**
5. Hortence the Ghose Navigator is famous for her skill with which instrument? - **Octave Mandolin**
6. What is the title of Hydralion, the sea monster summoned by Stormcaller for his ultimate attack? - **Ruler of Tides**
7. When playing Wheels, how many heroes is each player allowed? - **2**
8. Without any equipment, how much MP does Valere's Lunar Shield cost? - **11**
9. True or False: The previous captain of the Vespertine was named Stormcaller. - **True**
10. What is the name of the spirit who inhabits the Crypt? - **Cryptwalker**

REWARD: Teal Amber Ore (CASUAL), Obsidian Ore (EXPERT)

QUESTION PACK #5

1. True or False: Without any equipment, Serai's Venom Flurry and Valere's Moonerang have the same MP cost. - **False**
2. What is the name of the big frog enemy with a throwing star on its back? - **Garnooy**
3. In exchange for his help, Resh'an asked Valere and Zale to retrieve something for him. What was this "something"? - **The Vial of Time**
4. Torment Peak was visited long ago by another generation of Solstice Warriors. What did they do as they left? - **Sealed it twice**
5. When undergoing the welcoming ritual to visit Docarri Village, where must one go to bathe their seashell? - **Sacred Grove**
6. True or False: The Oracle of Tides' duty is to control the flow of water throughout the world. - **False**
7. In a legendary feat of acrobatics, Serai was able to bring the light from the eclipse into the depths of Torment Peak. What caused the eclipse in the first place? - **The Solstice Amulet**
8. Which of these enemies DOES appear in the Jungle Path? - **Prapra**
9. In Docarri Village, what is the little girl collecting in exchange for items? **Rainbow Conches**
10. Who built the giant statue that gave Watcher Island its name? - **The Fleshmancer**

REWARD: Obsidian Ore (CASUAL), Obsidian Ore (EXPERT)

QUESTION PACK #6

1. If presented with a lock sequence of Poison, Sword, Sword, and Arcane, which pair could remove them all by each performing a potentially boosted regular attack? - **Resh'an and Zale**
2. When playing Wheels, how much energy is generated by matching five squares? - **3**
3. True or False: Of the Three Sisters, Yomara is the evil one. - **False**
4. What is the name of the relic that increases the party's Max HP? - **Amulet of Storytelling**
5. Of the following names, which one is NOT one of Cael's friends? - **Spring**
6. Complete the following: "When the moon shines bright on autumn sheaves, comes forth the abomination of-" - **Roots and leaves**
7. Of the following species, which one can NOT be fished on Mesa Island? - **Lunar Trout**
8. What is the name of Resh'an's healing potion? - **Petrichor**
9. Of the following skills, which is the one that can cause enemy displacement? - **Abeyance**
10. True or False: Glacial Peak is on Mesa Island. - **True**

REWARD: Obsidian Ore (CASUAL), Obsidian Ore x2 (EXPERT)

QUESTION PACK #7

1. What name did Garl give the Sky Serpent formerly known as The Sleeper? - **Wentworth**
2. How is Big Buggy's special attack called? - **Tectonics**
3. Excluding Puntie and The Council, how many Sky Giants are there in Cloud Kingdom? - **5**
4. Who taught Zale to use the combat skill Dash Strike? - **Duke Aventry**
5. What was the name of the lava monster guarding what is now known as Kiln Mountain? - **Toadcano**
6. What is the name of the haute cuisine restaurant found in the Port Town of Brisk? - **The Golden Pelican**
7. True or False: The only two enemies present in the Air Elemental Skyland are the Sling Rabbit and the Braidzard. - **True**
8. To gain 10% bonus damage versus undead targets, which of these trinkets should one equip? - **Shimmering Shard**
9. True or False: The Cloud Kingdom is ruled by a king and a queen. - **False**
10. Of these ingredients, which one is NOT part of the recipe to make a Parfait? - **Peach**

REWARD: Obsidian Ore (CASUAL), Sapphire Ore (EXPERT)

QUESTION PACK #8

1. Which of these enemies does NOT appear in the Derelict Factory? - **Ronin Cowboy**
2. What is Seraï's village called? - **Repine**
3. Of the following species, which one can NOT be fished on Cerulean Island? - **Rock Shrimp**
4. How many units of fish are required to make one portion of Sashimi? - **9**
5. True or False: Serai's computer companion is named Cedrick. - **False**
6. In our home world, which entity is in charge of granting access to the Sea of Stars? - **The Sky Giants Council**
7. Who invented the famous board game Wheels? - **The Watchmaker**
8. True or False: The monstrosity found in The Fleshmancer's Workshop had more than four tentacles. - **False**
9. What is the name of Seraï and Resh'an's combo attack? - **Arcane Barrage**
10. Of the following skills, which one costs the LEAST amount of MP? - **Disorient**

REWARD: Sapphire Ore (CASUAL), Sapphire Ore and Shiny Pearl (EXPERT)

QUESTION PACK #9

1. In Sky Base's final rest area before The Catalyst's room, which of these elements was NOT present? - **A Window**
2. Of these three names, which one was NOT a member of the Triumvirate of Eminence? - **Retrachter**
3. Why did Serai leave her home world? - **To find Solstice Warriors**
4. True or False: The Dweller living at the bottom of the Infinite Abyss was called the Dweller of Dead. - **False**
5. During his introduction speech, which of the following did The Artificer NOT describe himself as? - **The smartest there's ever been**
6. What is the name of the Dweller of Dread's ultimate attack? - **Dreadstare**
7. What type of object was hidden in plain sight on Es'tristae, the giant statue at the center of the Sacrosanct Spires? - **A gravity-based battery**
8. Of these items, which one is NOT for sale in Sky Base's vending machine? - **Wireplate Armor**
9. At a minimum, how many Combo Points must be spent to fill the ultimate bar? - **10**
10. True or False: Serai and her people were turned into cyborgs by a machine called The Catalyst. - **True**

REWARD: Obsidian Ore (CASUAL), Obsidian Ore x2 (EXPERT)

QUESTION PACK #10

1. True or False: The Fleshmancer's Lair is to the east of the Sacrosanct Spires. - **True**
2. True or False: There is a hidden oasis with treasure chests in the Cerulean Expanse. - **True**
3. What was LeJugg's transition when he went from his first to his second form? - **From blue to red**
4. What was the name given to Erlina along with her new form? - **Elysan'darelle**
5. During the vision of the Humble Boast in the Fleshmancer's Lair, what was the name of the employee the innkeeper was looking for? - **Dubreux**
6. How much HP is recovered from eating a Gourmet Burger? - **175**
7. What is the meaning behind the enemy with "OAF" as a name? - **Oops All Feet**
8. Of these combo moves, which one costs the least amount of Combo Points? - **X-Strike**
9. What did Serai tell the Soul Curator had just occurred as he died? - **Comeuppance**
10. What is the name of the Phase Reaper's ultimate attack? - **Flourishing Death**

REWARD: Sapphire Ore (CASUAL), Obsidian Ingot (EXPERT)

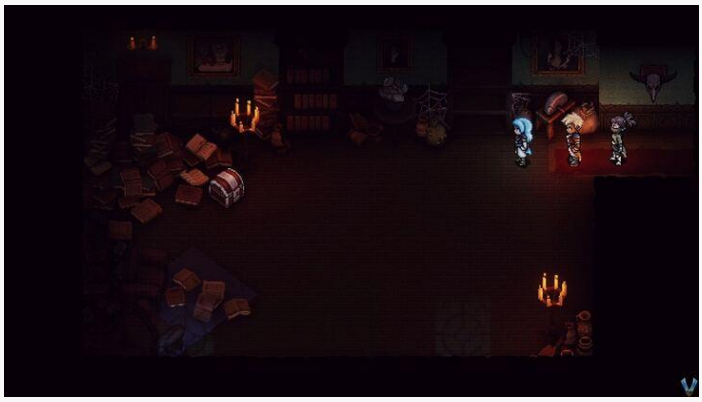
QUESTION PACK #11

1. Which of these areas appeared first in Valere and Zale's adventure? - **Glacial Peak**
2. What number is obtained by putting together the base MP costs of Moonerang and Dash Strike, then subtracting the MP cost of Petrichor? - **2**
3. When fighting the Gun Goddess, how many bullets would be fired by “Fan the hammer” if two had previously been destroyed? - **4**
4. After focusing Aephorul on a diversion, Resh’an placed an anchor in time linked to a magic device he would later place in the Moorlands. What is the device called? - **The Chronophage**
5. Which of the Fleshmancer Acolytes gave Duke Aventry the magic shard that would summon the Night Shroud? - **Two**
6. Here in Lucent, which item had to be given to a ghost in order to obtain the key that unlocked the shed? - **Turbo Cookie**
7. Across all fishing lakes, how many unique fishing species are there to be caught? - **23**
8. During the ancient battle between the Molekin mages and the Kunus’nuku zealots, what is the name used to refer to the moment when the Sky Serpent appeared? - **The Great Summoning**
9. When playing Wheels, which of these units deals the most damage to the enemy’s bulwark (wall)? - **Level 2 Warrior**
10. What were the names of three people in charge of the Cerulean Expedition that found the clues which led to The Queen That Was? - **Joce, Brochu and Elbi**
11. What was the name of the one in charge of the team that built Es’tristae? - **T'kor**
12. In his pursuit to achieve the great alchemical feat known as Living Glass, what was the one ingredient Resh’an had always been missing in his subject? - **Unbreakable Will**

REWARD: Sapphire Ore (CASUAL), Sapphire Ingot (EXPERT)

After this he'll tell us to bring him more question packs so we can play more. Sounds like a plan!

Once you leave, go up the ladder then go up the stairs on the western side to find a chest with **Obsidian Ore**.



And now, below we'll have the locations of the question packs and the questions and answers from them.

Feed Me Something...

Hello there! Welcome to our page for the **"Feed Me Something..."** Side Quest in Sea of Stars!

This side quest takes place in Repine, specifically in the inn. To the right of the Inn Master is a weird machine that will ask you for various foods. We need to satisfy him (multiple times) in order to earn a reward, so this page will help you out with that.

Let's go over what this machine wants!

- Food Request 1: Feed me something **sweet**.
    - This is a fairly easy one. We gave him one of our **Parfait** dishes and he was happy with it!
- Food Request 2: Feed me something **warm**.
    - The very first thing we thought of hear was the **Hearty Stew** and we were right on!
- Food Request 3: Feed me something **meaty**.
    - Once again, our instinct was correct, as we gave it a **Roast Sandwich** and the machine likes it!
- Food Request 4: Feed me something **light**.
    - We actually had some help online for this one, but the answer here is to give it a **Basic Salad**.
- Food Request 5: Feed me something **from the water**.
    - This is probably the easiest one. Anything with fish should do the trick, like a **Herbed Filet** or a **Chaudree** should do the trick.

And that's it! After **five meals** the machine will decide we deserve a reward and give us a **Rainbow Conch**! Good job!

World Light Puzzles

NOTE: These "Light Puzzles" should be done once you complete the **Home World & The Infinite Abyss** portion of the guide. Mainly for movement reasons, but that's the time to do it! You should also know what world map lights we're talking about, so don't come to this section too early!

Light One

Now to do the **Light Puzzles** of the world map. This section has four different puzzles we're going to go through together.

To start this though, we have to be in the Home world and then go to the **Northwest Island**. Hit the button here and we unlock four lights around the world map.

This is the light closest to the button (to the northeast). You can use your time powers to make the light shine to the southwest. This lights up a whirlpool just to the west, which you can follow as it leads to **Sunken Docarri Ruins** (we're going to find more of these later).

Here, use the Cobalt Hammer on the bell here and head in. You'll see some sort of gem is here, along with a puzzle. We're going to be doing a lot of puzzles in this section.

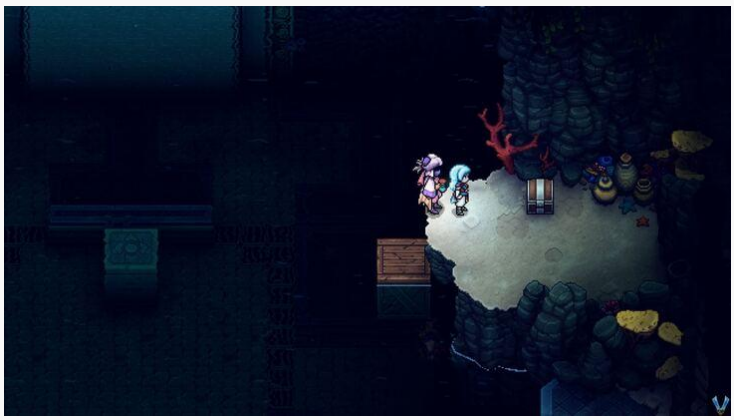
Puzzle One

To start out here, note that to the upper left is a wheel you can turn that raises and lowers the water here. Go ahead and lower the water.

After that, push the wooden box to the lower left. Make sure you push it up too! Then, raise the water so you can get up there and push the block into the water.

Go back and lower the water now, then push the wooden block over to the center button (use the lower walls to do this... it isn't hard, so we won't give steps here). This will raise the stone blocks and the sides up, giving us access to the stone block.

Move the stone block to the south and get it ready to replace the wood block. Push the wood block to the right and then push the stone block up to replace it. Now, push the wood block to the right, by the chest. We can now raise the water here and get the chest for a **Sapphire Ingot**.



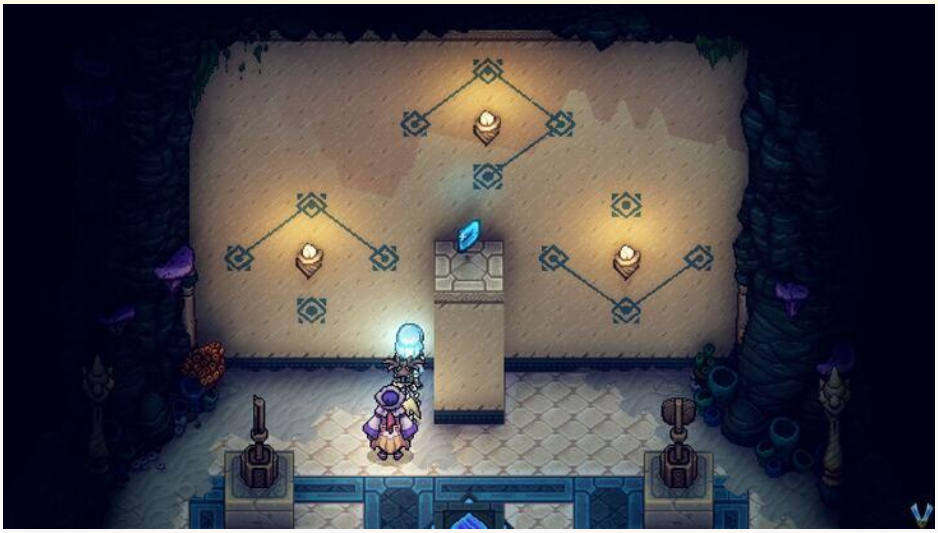
Go back and lower the water, then push the wooden block to the north. We can raise the water again and claim the **Docarri Seal Fragment A** here. This first puzzle is done!

Light Two

This light is the one above the Island that Mooncradle is on. The southwest light. We want to shine it to the southeast, which leads to another whirlpool, which leads to another set of **Sunken Docarri Ruins**.

This puzzle is **the worst**. Basically, we need to move all of these blocks around to match the pictures on the north wall. To make this easier, I'm going to **name** some of these blocks as we do each diagram.

IMPORTANT: if you exit the room and re-enter the blocks will reset to their original position but the puzles you've completed will remain done. **HOWEVER**, we are doing these in order and WITHOUT leaving the room so the position of the blocks from one puzzle will continue to the next one. DO NOT leave the room until all 3 are done.



Picture 1:

1. Push the middle left block up.
2. Push the middle right block left.
3. Push the bottom left block up, right, up, and right onto the blue crystal.
4. Push the bottom right block left and up.
5. Push the middle right block (the one you just placed on the crystal) down.
6. Push the previous block (mirror facing down) left (push the previous block back onto the crystal), and down.
7. Push the middle left block (the one with the yellow glow) right, down.
8. Push the block in the bottom left (mirror facing down) right and up.

Step on the pedestal. **1 of 3 Patterns Done**. That was the worst one, for sure.

Picture 2:

This one will be much easier!

1. Push the right block (receptor block) left , down, right, down onto the bottom crystal.
2. Push the top left block right and down.
3. Push the laser block to the right (yellow glow) right, down, right.
4. Push the block to the left (mirror facing left) right, up, right onto the crystal.

Step on the pedestal. **2 of 3 Patterns Done**. Only one left!

Picture 3:

This one isn't that bad either.

1. Push bottom block (receptor) left.
2. Push top middle block (mirror facing down) right, down
3. Push the upper right block down, left, down, right, down.
4. Push receptor block up.
5. Push middle right block (mirror facing left) left, down, right.
6. Push bottom right block (yellow glow) left, up, right onto the crystal.
7. Push receptor block, left, down.
8. Push block (mirror facing down) up.
9. Push block (mirror facing left) right, down, and right into the corner.
10. Push middle right block (yellow glow) down.
11. Push the left block up.
12. Push receptor block right, up, and left.
13. Push yellow glow block back up.

Step on the pedestal. **3 of 3 Patterns Done**. We can now claim the **Docarri Seal Fragment C**.

Light Three

This light is the one that is just west of the Sky-Bridge area. The southeast light. You want to use your powers to shine the light to the northeast.

Like the last lights, this leads to a whirlpool which leads to another **Sunken Docarri Ruins**.

Puzzle Three

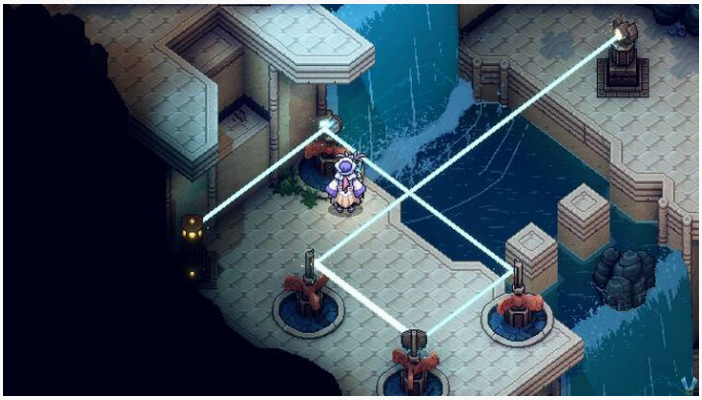
Man, I hope this puzzle is easier than that last one (spoiler: it is).

As usual, hit the bell and we'll go into a puzzle room. This one is more straight forwards at least.

Pull yourself out of the water on the left and then jump to the right and hit the switch. This starts a laser we need to direct. Jump back to the left and use the wind ring on the turbine twice. This will unlock the higher level area. Head on up!

Hit the turbine here five times to make a bridge. Cross the bridge and hit the next turbine to point it down. Then go back to the left, hit the turbine to let the laser go to the right and this will unlock a post. We can use our grappling hook to cross again, then point the laser up. This unlocks the way up to the third platform. Head on up!

Jump over to the left now and we'll need to make the laser here go down, right, up and left to hit the receptor. Not hard.



This unlocks the fourth platform, so let's head up! We can simply cross to the right up here, hit a button, and claim **Docarri Seal Fragment B**.

Light Four (Finale)

We now have three seal fragments, which is what we need! Time to visit the light **west** of Mirth. This light will light up a whirlpool to the **northeast** part of the map. Land, go down, and we'll be at the **Sealed Docarri Ruins**.

You need three keys to enter this area, which we have. Beware that going further means we'll face a boss. He's not particularly hard, but heal-party items can be helpful here! Head on in to face the boss!

BOSS FIGHT: SEA SLUG

Yep, it's a re-skin!

Despite being a fairly late-game boss, the Sea Slug is... not very impressive. He only has **three moves** in fact. At the very least, he definitely hits hard. Much harder than that first boss for sure!

So, the most noticeable move here has to be the **"Rock Drop"**, as this move puts everyone to 1 HP. That can be potentially dangerous with his Orb Shot and the Acid Bugs, as they can kill after that. With good timing and Lunar Shield though, you should be able to weather this boss. Plus, if you have heal-all items (or Resh'an) you can just heal through it and be OK.

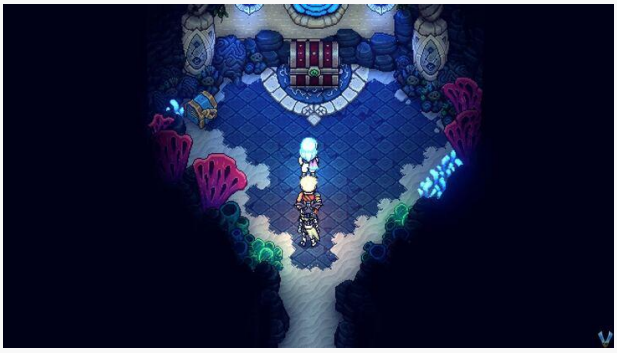
The Acid Bugs however are pretty resistant to damage. Honestly, I would just advice not even bothering with attacking them. You could be working on taking the slug down faster. I wouldn't even focus on hit-all moves: just hit the boss with your hardest attacks until he's down.

With only three moves, this boss is pretty underwhelming. As long as you can keep your HP up (above 80-ish to avoid death), you should be OK.

Sea Slug's Moves:

- **Orb Shot** This is the Slug's basic attack: a pink energy ball that he shoots at one party member. Guard on contact. It will deal around 75 damage to you, which is a good chunk of course.
- **Summon: Acid Bug Bombs** Ah, this is annoying. The slug will summon two small bugs. Like we explained above, it's best to just ignore them. They will eventually run up to a party member and explode for around 40 damage. Deadly after the "Rock Drop" attack, so try to stay healed or be ready to revive.
- **Rock Drop:** This is by far the most dangerous attack, but this is also one that he can't kill you with. Instead, the rock drop will drop everyone's HP down to 1. Not good. You really want to use Lunar Shield or healing to everyone afterwards if you can. Try to dictate the order of moves as well if you can.

After the fight, we'll get an Achievement (that reference the reskin of the boss!) and we can go further into his den. Here we'll get a **Rainbow Conch** and, after some scenes, the **Aetherwood Cork**. Gosh darn you Resh'an!



That's it for these light puzzles at least! We'll see you in another section.

Endgame Solstice Shrines & Trial Locations

NOTE: These "Endgame Solstice Shrines" should be done once you complete the **Home World & The Infinite Abyss** portion of the guide. Mainly for movement reasons, so we can access these areas. So don't come to this section too early!

HOWEVER, if you want info on the other 2 shrines, we'll leave them linked below:

- **Wraith Island Solstice Shrine**
- **New Beginnings**

Solstice Shrine (Mirth)

We've got another Solstice Shrine we can get to now that we can fly! This one is located just below Mirth. Head on over there and head in.

We have an initial area here with a short puzzle. Stand on the symbol, shine the light on the right glyphs, then the middle, then the left. Let's proceed further in.

OK, here's the real puzzle.

This area has three switches we have to hit. We can do two significant things here: the left light makes **vines grow** and the right light **pops blocks up**. We can use these to reach all switches.

Turn on the left light and climb up, then hit the **first switch**. Now, stay up here and use the right light now. You can use the block that appears to jump to the right now. From here, move the light to the left and climb up to the blocks above.

Jump down, then move the light to the right (you can use the rope here if you need to see the light, but it isn't needed). This pops the blocks nearby out, and you can jump down on the right to the **lever** here. Now, use it to pop some blocks up above.

We need to reclimb up that center vine now (BK fell off here so I had to go all the way back), but once you get up there you can get to the higher ledge and right to the **second switch**.

From here, go back down to the platform by the rope, then jump up to the left. Hit that lever to pop up a block below you, which we can go down to for the **third switch**. And just like that, the door's open! Open the chest you find here for the **Heliacal Earrings**

Note that this dims one of the "Solstice Gear" orbs. Interesting! This item is for **Zale**. It gives him Magic Attack +10 and makes Sunball do full damage to splash targets. Not bad!

Solstice Shrine (North of Mooncradle)

Hey, it's time for another Solstice Shrine! This one is on the **west** side of the map, between the two big islands.

Head inside and you'll see a light puzzle at the start. Do the upper left moon light first, go to next moon light, then go clockwise around to the other lights to open up the door.

That was too easy of course, so we'll head inside for another puzzle. This is the **"Stepping Stone"** puzzle. Basically, we need to make our way to the left and right side areas to hit a button. Note that you can **drop into the abyss** to go back to the beginning of this area. There's also a puzzle reset button here, which well need.

I'll list the buttons you need to step on. Note you can walk over blank spaces and hit whatever button you can reach to do this.

To go to the **right switch:**

1. NE
2. NE
3. SW
4. NW
5. NE
6. SE
7. NE

Jump off and hit the button.

Reset Puzzle.

To go to the **left switch:**

1. NW
2. NE
3. NE
4. NW
5. NW
6. SW
7. SW

Jump off and hit the button.

Reset Puzzle.
To go to the Central Island:

1. NE
2. NE
3. NW
4. NW
5. NE
6. NE
7. (Quickly jump to center platform).

You can now get the chest for the **Eclipse Armor**. This is the best armor in the game for Zale/Valere. Note that this dims one of the Solstice Gear orbs. Interesting! That's it for this shrine!

Solstice Shrine (Serai's World)

Hey, it's time for another Solstice Shrine! This one is on the **west** side of Serai's world.

Right from the get go we'll have a puzzle. Check first what the 2 glyphs do. Shining light on the right one will make one of the blocks above drop while 2 others come out. The left glyph will raise the large left and right platforms.

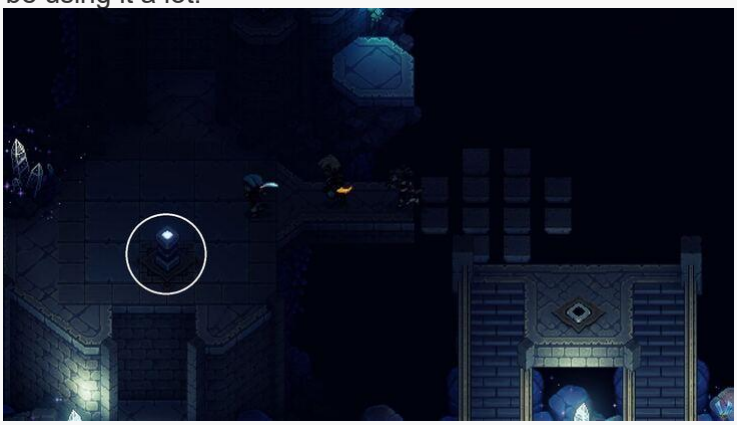
Given that all of this is timed, here's what you want to do: Stand on the platform on the left side and shine your light on the left glyph to raise the platform. As you go up shine on the right glyph create a jumping path to the right. Jump across, wait for the platform to come back down then light the right glyph to go back up to the switch. This will open the door. Head inside.

Once inside we're shown the chest directly across the room, across a large pit. This is actually a really fun puzzle. Note that there are tons of crystals around the shrine you can touch to light up the area so make sure to do so.

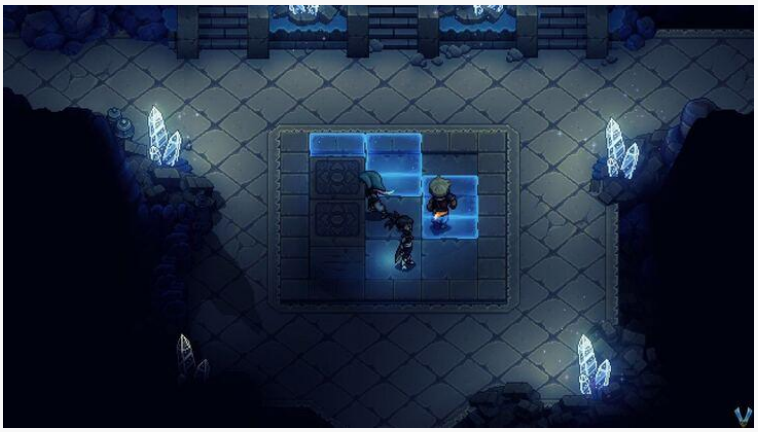
Now from where we start notice the area in front of us. Do you see there are blocks within the walled area, and some blue water-like blocks? Well, these 9 spaces represent the pit before the chest. The blue blocks mean we can't place a block there while the actual stone blocks represent the path we create to move around the pit.

For now head north up the stairs and press the button at the top. This will lower the wall down below so you can move the blocks around.

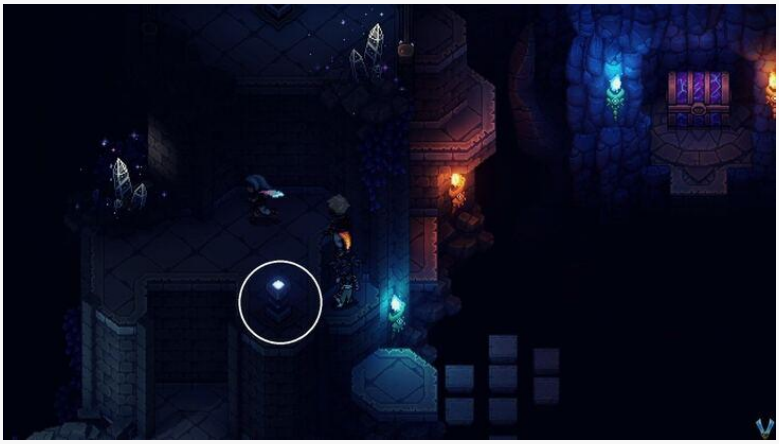
From here go left (you like how the platforms appear from within the pit?) and press a second button. This one will make a blue block disappear and raise a wall nearby to create a path we can climb up and down. We'll be using it a lot.



From here go down and now you'll want to move the block on the right: left, up, left so that it looks like this.



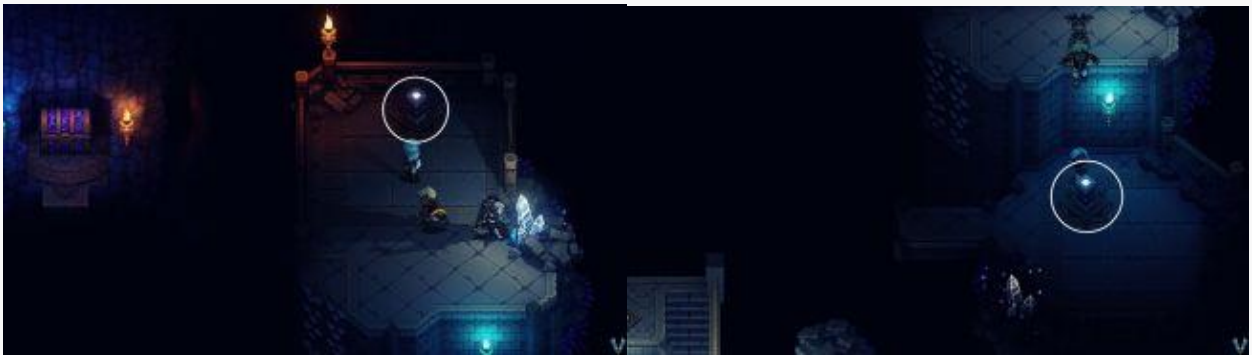
Go up the stairs to the north and go across the platforms going north to reach a third button. This one will raise a climbable wall to the right and another one below you. We now have 2 climbable walls on this side.



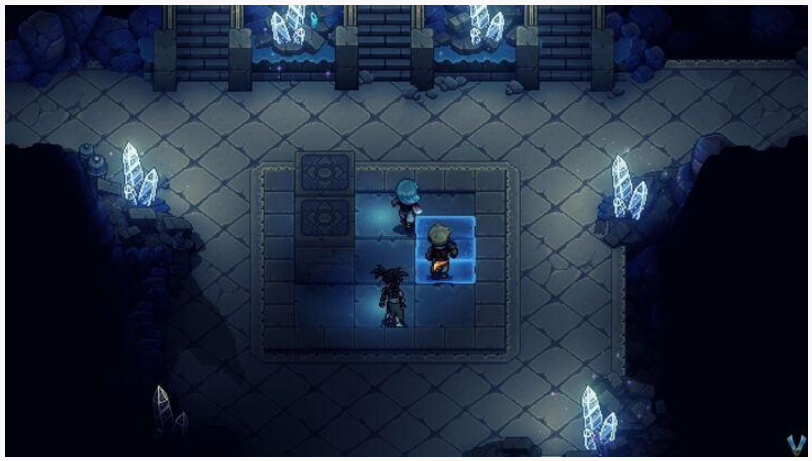
Head back down to the blocks and move them:

- Top block: right, down
- Bottom block: up, right

Go north up the stairs and follow the path you just created. From here grapple across the pit (grapple onto the wall) then go north and press the button, and immediately go south, jump off the ledge and press a second button. These will lower a blue block each and raise a climbable wall. Nice!

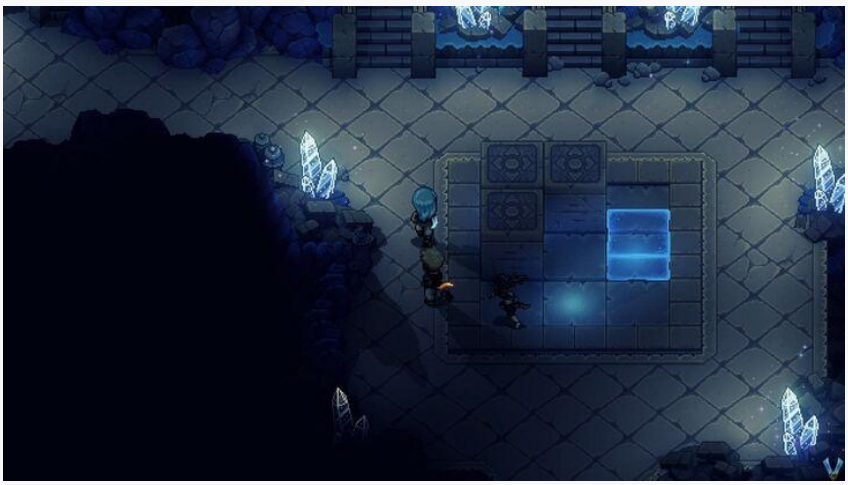


Head back down to the blocks and now move them so they're in the upper left corner and middle left.

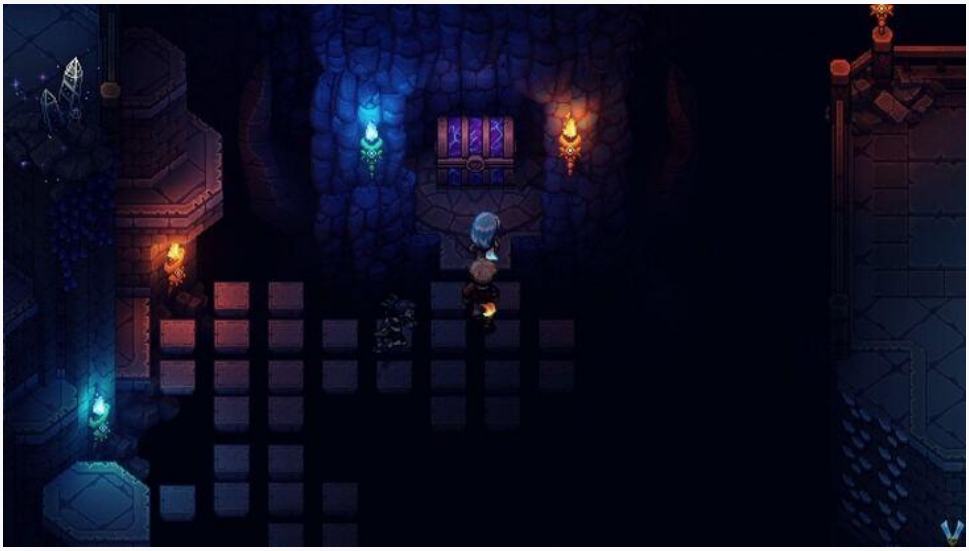


From here climb the walls on the left side to the top, then use the platforms you just moved to get to the northwestern corner where another button awaits. This will make a third stone block appear.

From here simply head back down to the blocks and move the one that just appeared to the left.



After that climb back up the walls and use the platforms to reach the chest that has **Celestial Ray**. This increases MATK by 5 but regular attacks restore 1 more MP, for a total of 4 now.



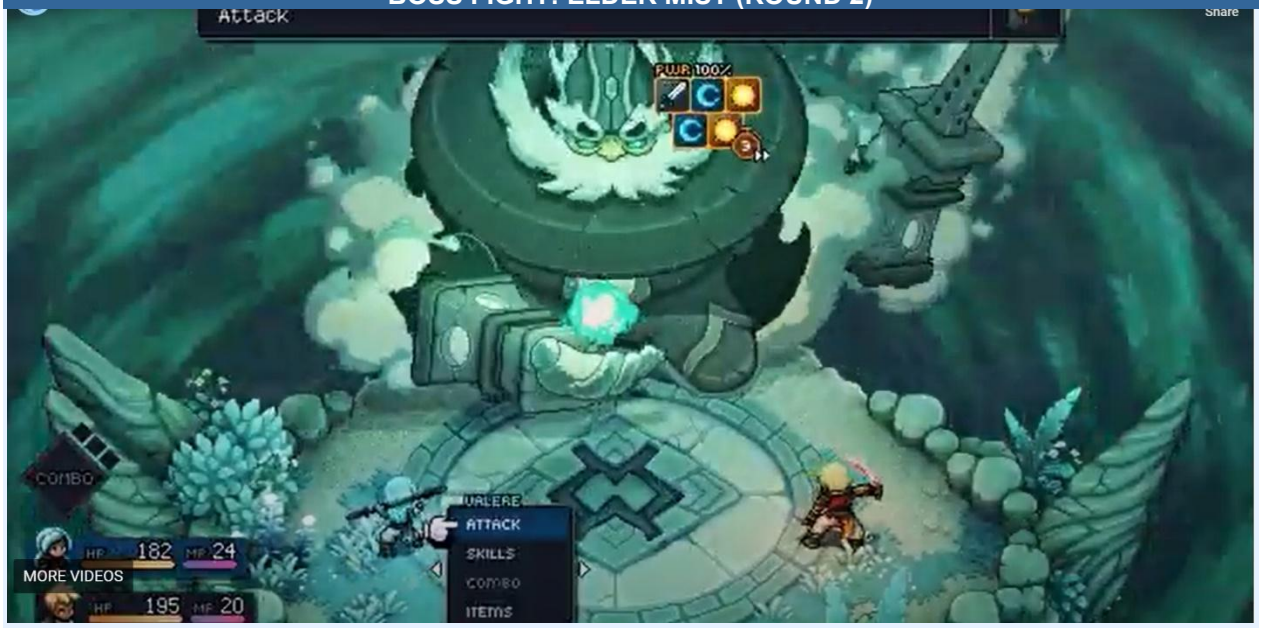
And that's it for this puzzle!

Solstice Trial

Once you're done with all the Solstice Shrines, it's time to take up the trial! You saw a little portal appear as you completed the final shrine. If you don't remember where this is, it's located at the "Mountain Trail". Enter from the top, make your way to the right where the portal to the original Elder Mist Trials is and from here go south following the water, climb down the wall and you'll see the little cave with the blue and red flame outside.

Head inside and go through the portal for a scene and a boss fight.

BOSS FIGHT: ELDER MIST (ROUND 2)



Hey there! It's time to face a much beefier Elder Mist! This fight is honestly very similar to the first fight actually. Mainly, the same gimmick is here with the **"Elder Mist Sword"**. This thing will once again be your primary target. The reason for that is that when you attack the Elder Mist when the sword is active, you will get the **"Counter Slash"** move. This does around 60 HP of damage to **everyone** so you should always attack the sword first!

Even though I just wrote that... sometimes I take the hit. If the Elder Mist is going to heal and I have Lunar Shield up, I'll take the hit. Or I can just heal afterwards with Zale, I'll take the hit. We're a lot stronger than we used to be, so use your own judgement. Also, keep in mind, if you've hit the sword 2-3 times already and have an Ultimate Move that can stop the charge WHILE attacking the sword, you can probably kill the sword off with that move... which means no counter attack. So... it's very much more judgement based during this second fight than it was the first one!

Other than that though... just attack as much as possible. Save Valere's MP during this fight for Lunar Shield and Moonerang (moon attacks mainly for lock breaking), but have Zale do whatever he can get away with (sword, then boss of course), using his skills to heal when needed and use the boosts when you can.

Like last time we faced him, as long as you can manage the gimmick here and block you should have a fairly easy time. Crazy that he only adds in one move, but we are fighting with two people instead of three, so this fight still seems pretty "fair" in general. Let's go over his moves!

Elder Mist's Moves:

- **Fist Smash:** This is the Elder Mist's primary attack. A giant fist smashing down on you. This does around 20-40 HP of damage to one party member. It goes straight down, so time the hit to block some damage.

- **Counter Slash:** We warned you about this move up above. Basically, don't attack the Elder Mist while the sword is still alive. Be sure to **always'** kill the sword first! If you don't, you are looking at around 60-65 damage to both party members.

- **Healing Mist:** This is the Elder's lower "Charge Move". You want to destroy this lock when you can (as always). If he does get this off, the healing magic will heal the Elder for around 140 HP or so.

- **Torblado:** Well, this is a new move! This is a blade tornado (thus the name), which spits out three blades at you once it charges (block on impact... they are nicely spaced out at least). This will deal around 140 damage to one character.

Defeating the Elder Mist will net you a **Sun Blade** and a **Moon Bo**, the best weapons for both Zale and Valere. Awesome!

Releasing the Duke

Hello there! This sidequest, as you know, is a rather late-game sidequest where our goal is to help Duke Aventry. At least, we did this side quest late in the game.... you will need a certain movement tech to be able to do this quest, so do **not** head into this area too early in the game. You'll know when it is time (we reference it elsewhere!).

You'll know how to do this side quest by talking to our Ghost Captain Hortence later in the game (after that movement tech). She'll point out that there's someone in the world being held against their will by Romaya, and then show us on the world map where to start this quest.

Head to the small island to the northeast of Wraith Island to find **Romaya's Secret Passage**. Head on in!

This will take us directly to a puzzle. We always have puzzles, you know that! This one is tricky if you aren't aware of what to do, but we basically need to match the symbols on the turbines here with the symbols in the "Treasure Room" in the Flooded gateway.

NOTE: just as a heads up, people say this is randomized, but between the 2 writers and several videos we've checked, all of them have the same exact pattern (image below). In case yours doesn't match, the room where you can find it is in the little cave in the Flooded Graveyard that's northwest of the campfire and save point. You'll also see the Duke outside.

A picture is worth a thousand words, right? Either way, we can now go through the pathway we unlocked and it will lead back to the Flooded Graveyard and unlock the treasure in the treasure room. Open it up to find **Romaya's Journal**!

Go outside now and give it to the Duke, who is conveniently nearby! He'll remember things now, and he'll end up giving us a **Yellow Flame**, which we can of course give to the ferryman in order to access a new area!

Half Sunken Tower

This area has a **save point** right away, so use it then head to the north.

We'll have a fight here. These enemies are late-game leveled, but you still know them. Kill them and get the **apples** from the left, then go right to find a raft. Ride it to the lower-right to land on some earth and kill the next set of enemies over here. We can find a picnic basket here with some **Maple Syrup x4**.

More importantly, head right to get some more **apples**, then south and jump in the water. We can push to the left down here to find a **Rainbow Conch** in a chest, so be sure to grab it!

After that, head back to the raft and head north. There's another dock here. Get off and use the grappling hook to get up to a switch, then use it. This will help in a bit. There's two **Bell Pepper** plants here too.

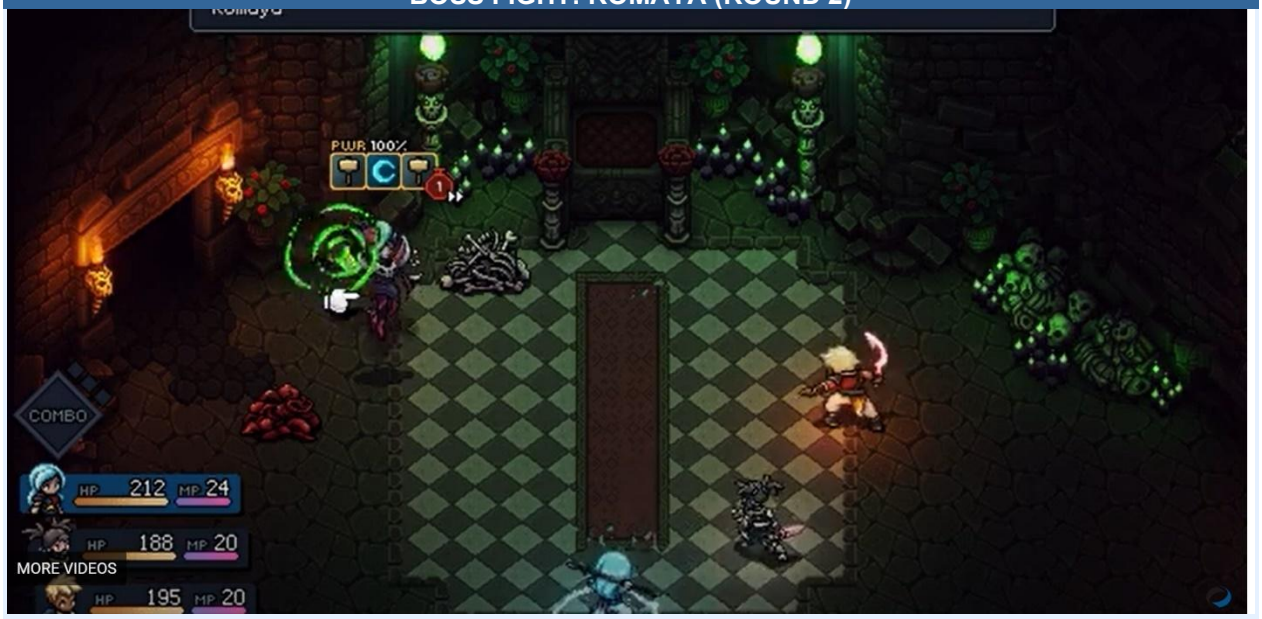
Get back on the raft and go south and right. This leads to yet another dock. Exit and get the two **peaches** here and use the Camp if you wish and the **save point**.

From here we need to head north into the tower and start to climb it (note the crack in the ground: that is our ultimate goal). Of course, you'll have a fight right away, so take the enemies out. We can head up the stairs and follow the path now, just to get into another fight.

Take those enemies out and open the Picnic Basket for some **Peaches x6**. Yum. Hit the switch now to extend a platform and then jump off of it to break the floor below. We'll end up in some water and can climb the side of the area for a chest with some **Obsidian Ore x2**.

Follow the whirlpool and just continue on and soon we'll see Romaya in the distance. You're prepared to fight her again right? I sure hope so, because we're about to! She's not about to do anything for us without a fight!

BOSS FIGHT: ROMAYA (ROUND 2)



Well, we are fighting Romaya again. Second time!

For the most part, you already know what's going to happen. She still has her **Flesh Pile** and her **Bone Pile** so you are going to get some leveled enemies being resurrected here (Gulgul and

Revenants). Since each pile is targeted, you can do some good work with hit-all attacks throughout this boss fight. Especially if she gets out a summon from each pile (five total targets).

Other than summoning things though, Romaya will still have a single-target eyeball throw (that doesn't hurt that much) and her hit-all attack "Felfire Rain" (which... also doesn't hurt too much). The only really other annoying thing about this fight is that she can summon a "Bone Pillar" which raises her up. This is essentially a shield, as we now have to break it to be able to hit her.

Oh, and we'd be remiss if we didn't mention her **"Bone Cage"** move. This traps a character and makes them so you can't give them orders. Whenever she uses this move, targeting the cage is priority one! Note that if you do have someone who can do hit-all moves, the cage counts as a target as well (so you could potentially target six things in this fight).

Still... we didn't find this fight to be hard. Proper healing and targeting the Bone Cage as soon as you can made this fight pretty darn easy. Break her locks when you can to avoid as many moves as you can and use Lunar Shield and you'll probably find this fight as easy as we did. The piles will run out of HP sooner or later and when they do Romaya is in trouble!

We really shouldn't let her live, if you ask me...

Romaya's Moves:

- **Eyeball Throw:** This is the Necromancer's normal attack. She'll summon an eyeball (or create one) and throw it at you. Block when it hits to reduce damage. Not very threatening.
- **Bone Cage:** This attack will put one of your party members into a cage, resulting in them being unable to act. You want to target the cage to break it so you can have your teammate back.
- **Bone Pillar:** This is an interesting move that acts like a shield for Romaya. She'll be propped up by a bone pillar, and you'll need to smash it down (and bring her down to earth) to be able to hit her again.
- **Necromancy: Bone Pile:** Well, this bone pile is what Romaya will use to summon Revenant enemies. You can target it to do damage. It is the more dangerous of the two piles of materials, so focus on it first.
- **Necromancy: Flesh Pile:** This flesh pile is what Romaya uses to make the Gulgul enemies. They are, as you know, a complete wildcard when they are out on the field. Not as dangerous as the Revenant.
- **Felfire Rain:** This is Romaya's charge attack, and will deal around 50 damage to everyone in the party (so it has gotten a bit stronger than last time). Still, at this late stage even that attack really doesn't scare us...

After the fight, we'll get the **Aventry Locket** from Romaya. Again, she's lucky we don't just end her...

Still, let's go give it to him and with his memory and the thing holding him to this plane... he'll choose to pass on. Thankfully, he'll give us **Duke Aventry's Key**. We'll also get an achievement here.

We can finally go visit the crypt to the southwest now. This key is the item we needed to open the coffin here. Go ahead and do so to get some **Eclipse Armor** and the **Aventry Crest**. That armor is the best armor that Zale or Valere can wear, so put it on one of them. And of course the crest will tell you a story when you get back to a campfire.

That's the end of this sidequest! We'll see you all in another section!

The Coliseum

Hello there!

This section is for the **"Dweller's Fall Arena"**, which should be opened up in the Town of Brisk by the time you've gotten a particular movement method in the game. We will point out when you can come here so it helps, but this is definitely more towards the "End Game".

OK, so once you're ready, visit Brisk and go up the center part of town to find the **Gladiator Arena**. B'st will lead this fight... there's various ranks to fight through, so we're going to divide this section by the ranks.

Bronze Rank

This rank will have B'st, Valere and Resh'an as your fighters. No items, no switching. This rank is also extremely easy, so you should blast through it pretty easily.

- Opponents:

1. Clawless Crab Crew: Croube x2, Training Croube
2. Bomb Bouncing Brothers: Srower x3
3. GulGul Goof Group: GulGul, Lonzon x2

We really have no notes here. Every enemy here is pretty easy and with Reshan healing you will have a very easy time.

- Reward: **Sapphire Ore**

Silver Rank

This rank will have B'st, Zale and Serai. We're switching things up and only Zale can really heal now. Still, this rank is also pretty easy. Things don't really get challenging until Gold honestly...

- Opponents:

1. Prickly Pirate Party: Melee Matey, Ranged Matey x2
2. Fancy Fencing Force: Anointed, Revenant, Grassassin
3. Clockwork Abomination, (Summons Clockwork Zombies)

The Clockwork Abomination is a step-up in difficulty, and we should do some more hit-all attacks if he starts summoning zombies (and he will), but he's still not too hard and you can get through this rank with minimal difficulty.

- Reward: **Sapphire Ingot**

Gold Rank

For this rank, we'll have B'st, Valere and Zale. A pretty good setup minus the really good group healing. This rank is certainly harder. Namely, the second and third fights, which really kick the difficulty up. We'll go over them below.

- Opponents:

1. Big Buggy and Bad Bunnies: BigBuggy, SlingRabbit x2
2. Basic Basement Batch: Mermofqizquard, Owlsassin, Scout, Shroomy Shroomy Knight
3. Sylgain, (Arena Champion)

OK, so the **"Basic Basement Batch"** is definitely the hardest one here if you ask me. Try to kill off one of these threats (Owl or Scout) to make things easier, as the number of attacks incoming here can really put the hurt on you. Healing and reviving may be necessary here.

The **"Arena Champion"** is quite honestly easier than the four normal enemies. Less damage output makes him more manageable, even if he hits harder. He can shoot out of his cannon at a party member and can use his championship belt like a towel, whipping it at you (there are three whips in a row, with a pause between the second whip and the third).

Once you beat this rank, you unlock the **Special Rank** so we aren't done yet!

- Reward: **Reaper's Mercy**

Special Rank

There are no restrictions here. We can use our entire party. There's also only one opponent! Let's see who (or what) it is!

- Opponents:

1. CROUSTALION!

I will admit, I didn't see that the background of this area would be the special boss! So, this is more akin to a boss fight than a regular battle, especially since this is our only opponent. He really only has four moves here, so we'll quickly go through what he can do (instead of having the usual boss box).

First, note that he summons two **Measure Chest** enemies. One heals, one does minor magical damage. I wouldn't ever attack the magic-casting chest. Kill the healing one. Next, he can do two hit-all moves. The **Kondo Throwdown** attack hits the entire party at once, while the **Peterade** attack shoots cannon balls at you (just match the cadence here for blocking). Finally, he can throw items at you (anchors, urchins, etc...) for minor damage.

The fight isn't too bad, but be sure to stop the healing chest. From there, as long as you keep healed and keep the fight going you should win. You're going to end up using **a lot** of Ultimate attacks and combo attacks, but as long as the healing keeps up this is just a slog of a fight and you shouldn't ever be in too much danger. Breaking his locks often takes combo attacks (as you often need to break eight of them), so save combos for that if you can.

Once you defeat this giant grab, we'll get an achievement and we'll gain the **Vitric Simulacrum**, which is the best armor for B'st. Definitely equip that right away! The crab has also shrunk quite a bit and will move into the Vespertine and be our new buddy. Very cool!

And that, ladies and gentleman, is all we can do at the Gladiator Arena! Sidequest Accomplished! We'll see you all in another section!

The Queen that Was

This sidequest can be started by setting up camp or resting at an Inn and talking to Serai. This can be done once you complete the Home World & The Infinite Abyss portion of the guide.

As you talk to her you'll learn about another threat to Repine and asks us to deal with her. She'll also give us **Joce's Belt Buckle**. Give this to Teaks to get the **The Cerulean Expedition** story. Go ahead and listen to it to learn about 3 groups that went into the Cerulean Expanse looking for "The Queen that Was" and none found her.

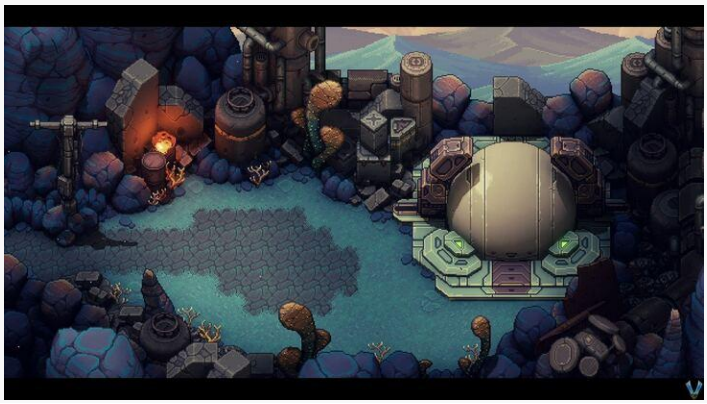
The directions each group took were:

- Brochu: NE, SE, S, NW
- Elbi: SW, S, SW, E
- Joce: N, E, NE, S

This doesn't mean much until we're told about the "good directions" of each group. These end up giving us the CORRECT directions:

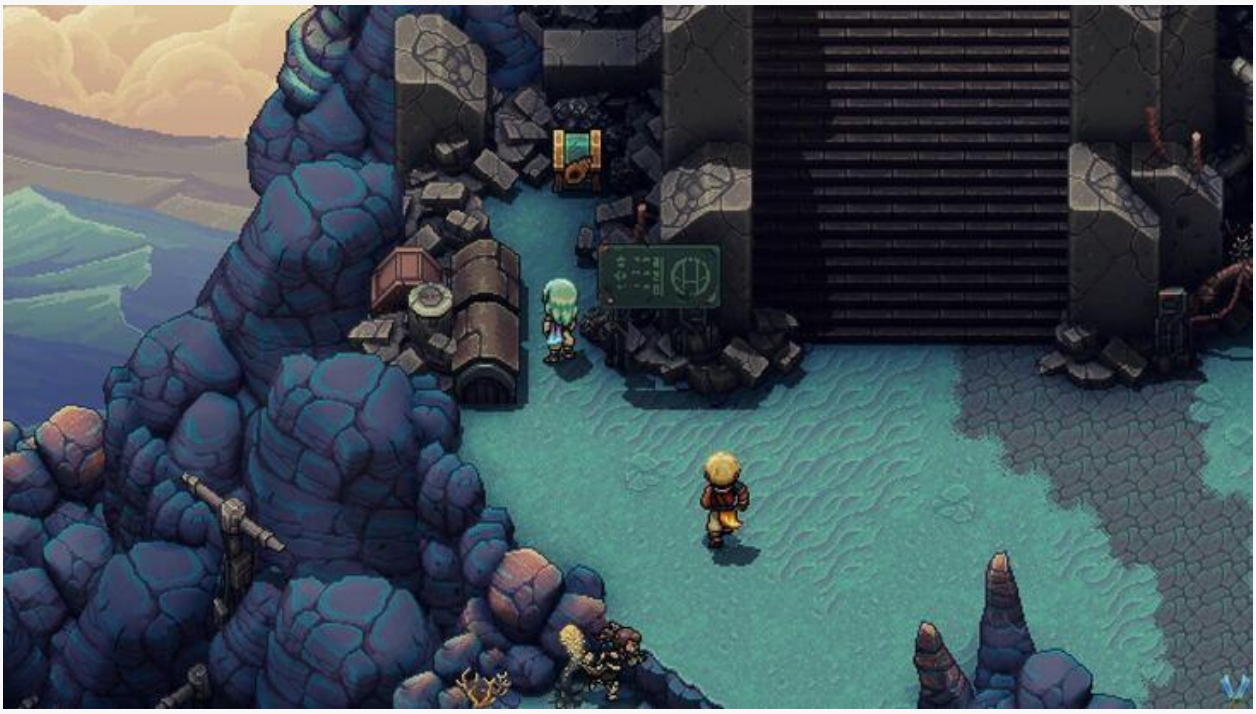
- **CORRECT DIRECTIONS**: NE, SE, NE, E

Knowing this, head to the Cerulean Expanse east of Repine and you'll have to follow the directions above (NE, SE, NE, E). There's no need to look for a direction slab or anything. Simply follow this path and we'll end up reaching a large transportation sphere.



Take this sphere and it'll lead us to the **Throne of The Queen That Was**. This is actually outside the map so this is the only way to get here. Once here go up the stairs and go right to find a chest with **Artful Gambit** relic.

Go to the upper left now to find another chest, this one with a **Rainbow Conch**.



Now go right to find a **campfire** and save point. Heal up, save your game and prepare because up ahead is probably the toughest fight in the game (at least for me since it was the first time I got a game over haha).

BOSS FIGHT: GUN GODDESS

Well, this is fun! This boss is a giant... gun. Her body is literally parts of a gun which she can put together to attack you, which you'll see in her various attacks. Very clever. The other clever thing here is the **bullets**. These things show up from time to time and give her the ability to do more attacks. You can target them, but you should only do so with hit-all moves or Resh'an and his normal attack. Or combo / Ultimate attacks of course, but it's probably better to save your Ultimate Attacks and Combo Attacks for her 9-lock charge move.

Overall though... I have no idea why Vin doesn't like this fight. The 9-lock attack only puts one character down to 1 HP, which isn't bad if you heal them with Zale right away. You can ignore the low-lock attack if she doesn't have bullets. Her other attacks don't hit that hard and a healthy diet of Resh'an healing and/or Lunar Shield should keep you safe.

Other than that, this is just a fairly normal boss fight. A bit long as she does have some good HP, but knowing how those bullets work and switching between hit-all attacks and normal attacks is key here. Space out that healing and you'll be OK.

Let's go over her moves below, as usual.

Gun Goddess' Moves:

- **Gun Pound:** This is one of the Gun Goddess' basic attacks. The one you want to see the most, to be honest. She'll raise a gun part (her arm) above someone and just pound them with it. Block on impact. This does around 35-40 damage or so.

- **Spread Shot:** The other basic attack. This one is a bit more dangerous as it does around 30 damage to everyone. It's also a bit hard to block as it's fast and comes from the side. Still, not too bad and Lunar Shield can heal fantastically after this.

- **Fan the Hammer:** This move is definitely unique. It's high noon! Well, only if the Gun Goddess has her bullets... otherwise this attack **fails**. In fact, if she has no bullets, feel free to let this attack happen (the smaller lock charge attack) and just build your MP or heal. If she does get to do this attack, she'll fire all her bullets for 30-40 damage per shot. Definitely hurts! I only saw this attack work once and that's when I let it happen...

- **The Shot:** Well, you can tell this it the **"Big Attack"** as it has a whopping 9-locks. That's quite a bit. Still, with some good combos and planning you can break this as you usually get 3-4 turns to do so. Also, I (BK) don't think this attack is particularly impressive. All it really does is knock you down to 1 HP. You can heal once with Zale and be OK, so not too bad honestly. Still try to break it of course.

After the fight we'll have a little scene and we'll get **Star Shards**, Serai's best weapon. Nice! And that brings this sidequest to an end!

All Recipe Locations Guide

Herbed Filet

- Where to get: Automatically

Basic Salad

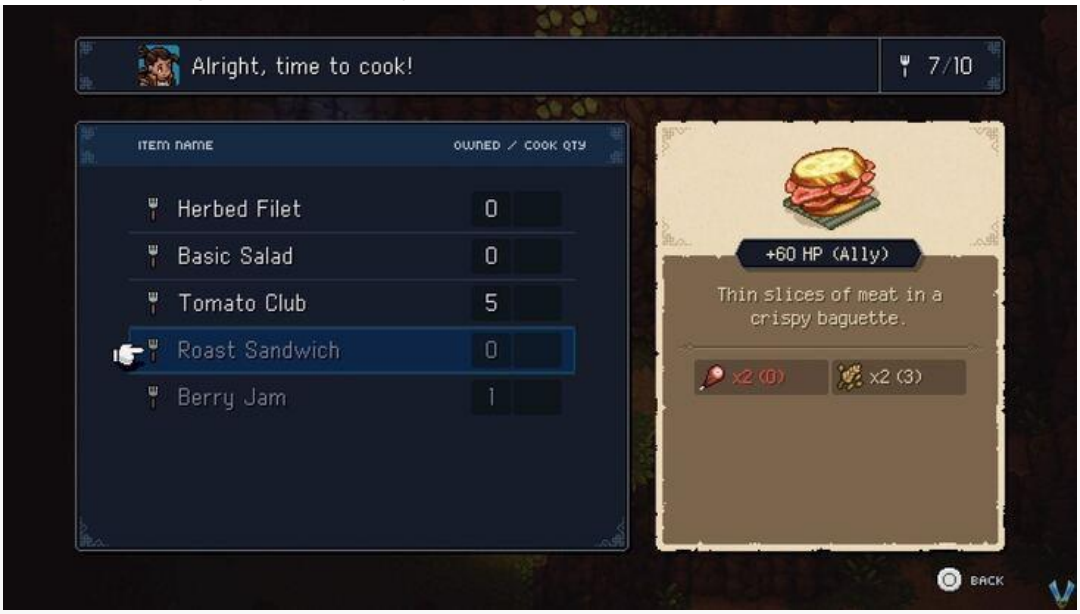
- Where to get: Automatically

Tomato Club

- Where to get: Automatically

Roast Sandwich

- Where to get: Automatically



Berry Jam

- Where to get: Automatically

Chaudree

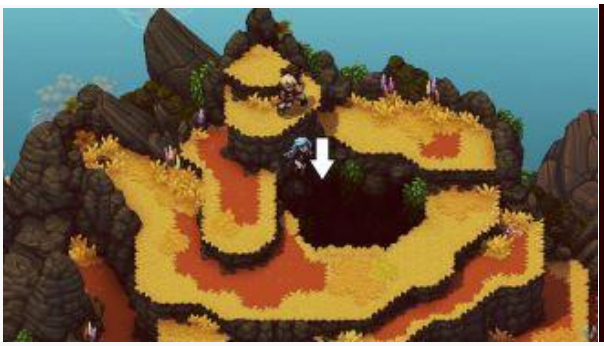
- Where to get: In the Mountain Trail. After the cave with the campfire and the merchant, it's in the chest in the fog.

Mushroom Scramble

- Where to get: In the Elder Mist Trials. In the central trial, after the second question, climb the wall towards the third question and you'll see a chest on your right. This one has the recipe.

Mushroom Soup

- Where to get: In the Moorlands. The recipe is inside the chest that's located on the ledge that's in the "water cave". To get to it you need to go to the top (from outside) and jump in the hole to land next to the chest.

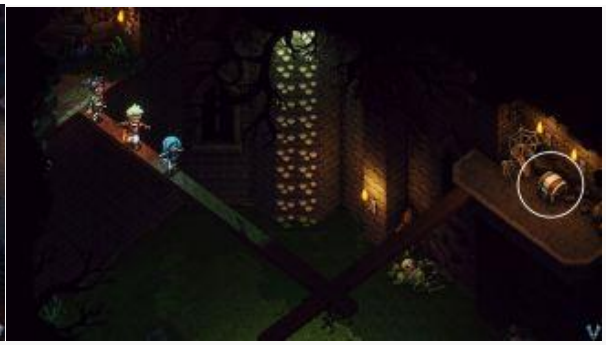


Papillotte

- Where to get: In the Port Town of Brisk. You purchase this recipe from the item shop.

Hearty Stew

- Where to get: In the Flooded Graveyard. Once you enter the first building on the left side, climb the wall and outside jump down the hole to find the recipe.



Mooncradle Fish Pie

- Where to get: In the Haunted Mansion, in the kitchen.

Bouillabaisse

- Where to get: Purchase at Docarria Village.

Croustade

- Where to get: Purchase at Mirth Village.

Poutine

- Where to get: You obtain it from handing in Rainbow Conches in Docarria Village.

Parfait

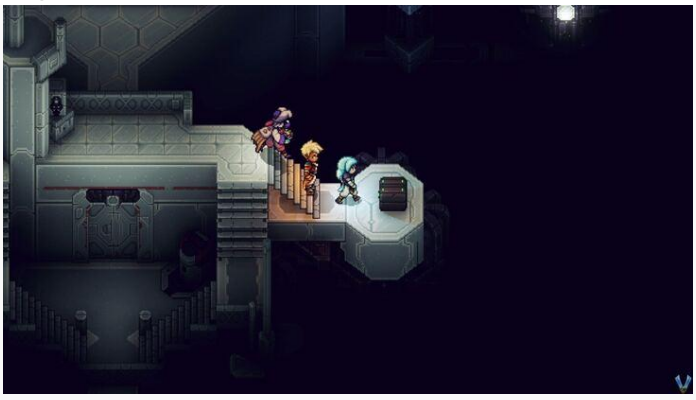
- Where to get: Inside a chest in Autumn Hills. It's impossible to miss.

Peach Strudel

- Where to get: Purchase at Cloud Kingdom.

Sashimi

- Where to get: Inside Derelict Factory. Simply open the chest to the right as you smash through the glass at the start.



Yakitori Shrimp

- Where to get: Purchase at Repine.

Pain Dore

- Where to get: Purchase at the Lost Ones Hamlet.

Gourmet Burger

- Where to get: Purchase at the Lost Ones Hamlet.

Champion's Omelette

- Where to get: In the Sacrosanct Spires area. Right before the last section, "Seat of the Triumvirate", you'll have to climb a tower. Drop down on the right side to find the recipe in a chest.

Surf and Turf Tataki

- Where to get: Purchase at the Sky Base.

Pudding Chomeur

- Where to get: You obtain it from handing in Rainbow Conches in Docarria Village. It's the second-to-last reward.

Lasagna

- Where to get: Purchase at the Fleshmancer's Lair.

Braise

- Where to get: Purchase at the Fleshmancer's Lair.

Legendary Feast

- Where to get: You get this by eating at the Golden Pelican restaurant in Brisk. For this you need to start going through to the "True Ending". Click the link below for all the info you need.
- How to obtain the True Ending (or pg.303)

All Fish Locations

One of the minigames that I either hate or love in an RPG is fishing, and there are some games that have done it right and I love it, like the Legend of Heroes and Ys series. Sea of Stars, thankfully, made fishing a fun little minigame that not only is fun, but helps you out in getting ingredients for cooking.

Another thing I really like is that there are no missable fishies in the game, meaning you can ignore it for the entirety of the game and do it all at the end.

And below is all the fishes the game has to offer. Well, we're mostly showing you the fishing spots and what you can fish in each one.

Sunglow Lake

- Location: Outside Mooncradle
- Fishes:

Windy Loch

- Location: Outside Moorlands
- Fishes:

Lavish Lake

- Location: North of Brisk
- Fishes:

Haunted Creek

- Location: North of Lucent
- Fishes:

Settler's Rest

- Location: Outside Mirth
- Fishes:

Watcher's Pond

- Location: North of Lake Docarria
- Fishes:

Sulfuric Basin

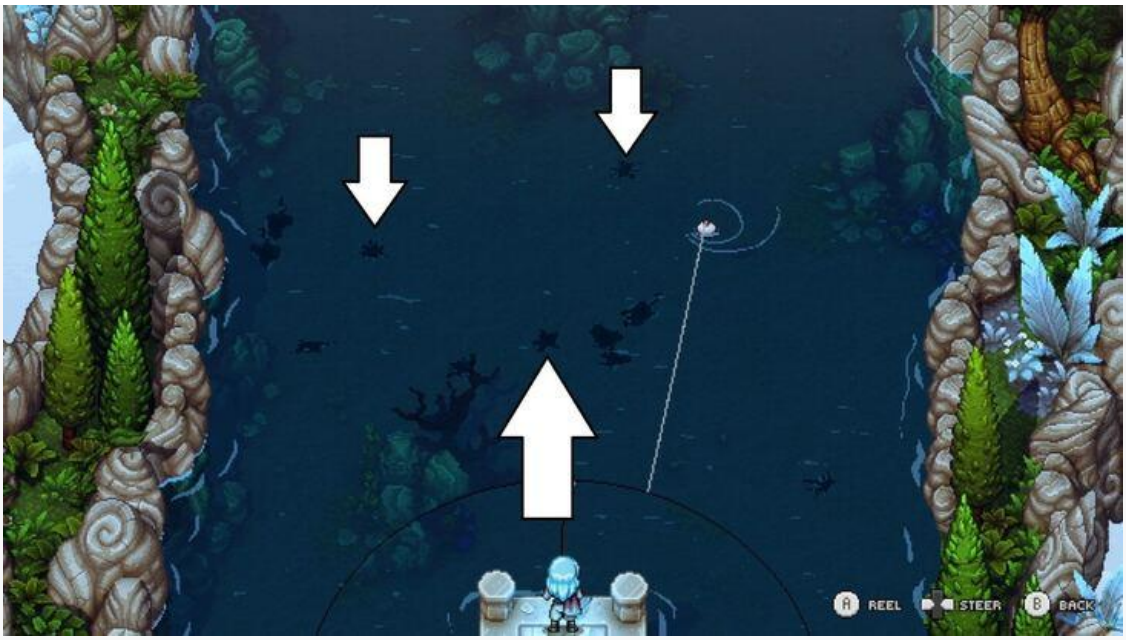
- Location: Outside Kiln Volcano
- Fishes:

Lake Turquoise

- Location: Between Autumn Hills and Songshroom Marsh
- Fishes:

Skybound Lagoon

- Location: On the Sky Islands.
- Fishes:



Cerulean Reservoir

- Location: Outside Repine
- Fishes:

Wheels Mini Game

Hello! Welcome to our "Wheels" page. This page will explain the basics of the Wheels Mini Game.

What is Wheels?

Wheels is a mini-game in Sea of Stars that you can start playing after you make it to the Inn in Brisk! It's definitely fairly fun! At its core, Wheels is a game you play against NPC's around the world (usually in an Inn of some sort) where the goal is to use your figurines to cause damage to the enemy's "crown" (while defending your own). The game is partly random with some strategy thrown in.

First, you have your figurines. You only start out with two (the Soldier and the Mage) but as you win matches you will unlock new figurines. Let's go over them all below, as the enemy can use these figurines as well:

Wheels Figurines:

- **Soldier:** The soldier is a direct attack unit, who gets large attack bonuses on level ups. Enemy walls can easily block his attacks however.
- **Mage:** The mage is an interesting unit who fires two fireballs at the enemy (so his attack should be considered doubled). His first fireball flies low and can be blocked, but the second fires high and will hit. Very deadly if the enemy has no wall up.

- **Archer:** The archer fires his attacks at a height of 3, which may or may not be blocked by the enemy walls. Similar to the Soldier, but with a different type of attack (and doesn't hit as hard).
- **Engineer:** Another interesting unit, the Engineer has a low offense but can raise your team's walls whenever he takes an action. A decisively defensive unit.
- **Priest:** Well, we got some healing here! The priest does two things for you: he's the only unit that can heal your crown points (and can even take them above 10), and he also gives energy to the other figurine on the board. A great support unit, but has no offense.
- **Assassin:** Finally, we have the assassin. This is the last piece you'll get for a reason: the assassin attacks the crown directly as well as causes enemy figurines to lose energy (which can literally stop an enemy from attacking). Very powerful, but not as strong as other figurines.

Note that each figurine has different **Charge Times**, to balance them out. The Mage takes longer to attack than the Soldier for example.

Wheels Upgrades:

It's also important to note that there are different **levels of wheels** as well, which basically upgrade the icons you get when you spin them. They come in different tiers, each better than the last:

- **Bronze Wheel**
- **Silver Wheel**
- **Gold Wheel**
- **Diamond Wheel**
- **Platinum Wheel**

You can't go wrong with wheel upgrades. Just consider them upgrades whenever you get them!

Next, we should talk about the icons you'll see. There's only three, but some of them (the Squares and the Diamonds) can have a special **blue background** on them. This means that those icons can **Level Up** your figurines. When your figurine fully levels up (dictated on the bar underneath them), the will progress from bronze, to silver, to gold. They gain more attack power as well (or healing for the priest, or so forth). If you level up a gold figurine, you just gain a bomb to attack the crown instead (dealing 2 points of damage).

Wheels Icons:

Let's go over the icons on the wheels now!

- **Square Icons:** These icons give energy to the figurine on your left. Blue backgrounds with this icon will help level up the left figurine.
- **Diamond Icons:** These icons give energy to the figurine on your right. Blue backgrounds with this icon will help level up the right figurine.
- **Hammer Icons:** These icons will build up your bulwark/wall, helping to protect against enemy attacks.

And that's it!

Wheels Opponents (Locations):

So, next up we should go over where you can find all of the game's Wheels Opponents. You'll need to progress through the game of course, but some of these are a bit tricky! Note that you can do these opponents in any... unless noted!

- **Brisk**
- **Mooncradle**
- **Stonemason's Outpost**
- **Lucent**
- **The Vespertine (Below Deck)**
- **Docarria Village**
- **Mirth**
- **Cloud Kingdom**
- **Repine**
- **Clockwork Tower (The Watchmaker)**

Three of these opponents have special caveats to them! First, Repine doesn't have a Wheels Table. To give them one, you need to buy the **Deployable Wheels Table** from the Watchmaker in the Clockwork Tower for 250 Gold and deliver it to them. Secondly, the **"Mirth Inn"** must have an Innkeeper before you can play there. Get the plans for the Inn from the Conch Trader in Docarria, and then talk to the Innkeep in Lucent to find someone to man the Inn. Lastly, The Watchmaker will not play against you until you've beaten everyone else, making her the last stop on your Wheels Journey. We get a special reward for beating her as well as an achievement.

Wheels Rewards

Next, let's go over all of the rewards. As I've found out through the comments, the rewards you get are **dependent on your number of wins.** That means you may play in a certain town and get a reward different than what I got, but you should always get the rewards in this order:

Wheels Rewards (Order):

- **Archer Figurine**
- **Bronze Wheel**
- **Silver Wheel**
- **Engineer Figurine**
- **Gold Wheel**
- **Priest Figurine**
- **Diamond Wheel**
- **Assassin Figurine**
- **Platinum Wheel**
- **Flimsy Hammer**

How to Obtain the True Ending

Sea of Stars has an alternate ending, but more than an alternate ending it seems to be the actual good or true ending, and it's one worth watching. HOWEVER, there are many prerequisites in order to watch this.

Well, it goes to no surprise that if you're reading this is because you most likely finished the game. If you have, congratulations! If you haven't, then stop reading. That's what you need in order to unlock the ability to watch the ending: beating the game.

That's right, only after beating the game can you watch this ending. It doesn't matter if you complete every other prerequisite, if you haven't finished the game then you cannot watch it.

Besides that, we need to light up all of the pillars in the Moorlands ruins. These were shown to us after watching the credits.

There are 7 pillars, which means there are 7 specific things we need to do in order to light all of them up.

Rainbow Conches

We need to find all 60 Rainbow Conches. These were all found during the main walkthrough and they're all listed in the chest pages as well so check them out in the Table of Contents.

Fully Build Mirth

We need to completely build Mirth and bring all the people to it. There are 4 buildings we need to build and to do so we need to find the plans. These plans we get from actually finding the Rainbow

Conches so these 2 requirements go hand in hand. That being said, we need to find people too. All of them were listed during the main walkthrough but in case you're missing one:

- Innkeeper: talk to Edgar, the guy at the Inn in Lucent and he'll send over his brother.
- Shopkeeper: the person in the southeastern house in Docarria Village
- Fisherman: talk to the Master Fisherman inside the Inn in Mooncradle.
- Spa: head to the Stonemasons Outpost and speak to the mole taking a bath on the right side of the settlement.

Complete Docarria Ruins Puzzle

These are basically the light puzzles you can do around our Home World. We have a page for them all down below.

- World Light Puzzles (or pg.259)

Complete all Solstice Shrines

Complete all 5 Solstice Shrines. 3 of them were only doable near the end of the game since we needed to fly, but the other 2 could be accessed much earlier: one outside Mooncradle and the other one on Wraith Island.

- Endgame Solstice Shrines (or pg.266)

Complete the Coliseum

In Brisk they opened up a Coliseum we can make use of. There are several fights and several tiers of fights but completing it nets you B'st's best armor and you also unlock another one of the pillars. Below is the link with all the info you need.

- The Coliseum (or pg.280)

Complete the Duke Aventry Sidequest

Duke Aventry is the undead we met in the Flooded Graveyard. Simply complete his sidequest to complete this requirement. All the info you need in the link below.

- Releasing the Duke (or pg.276)

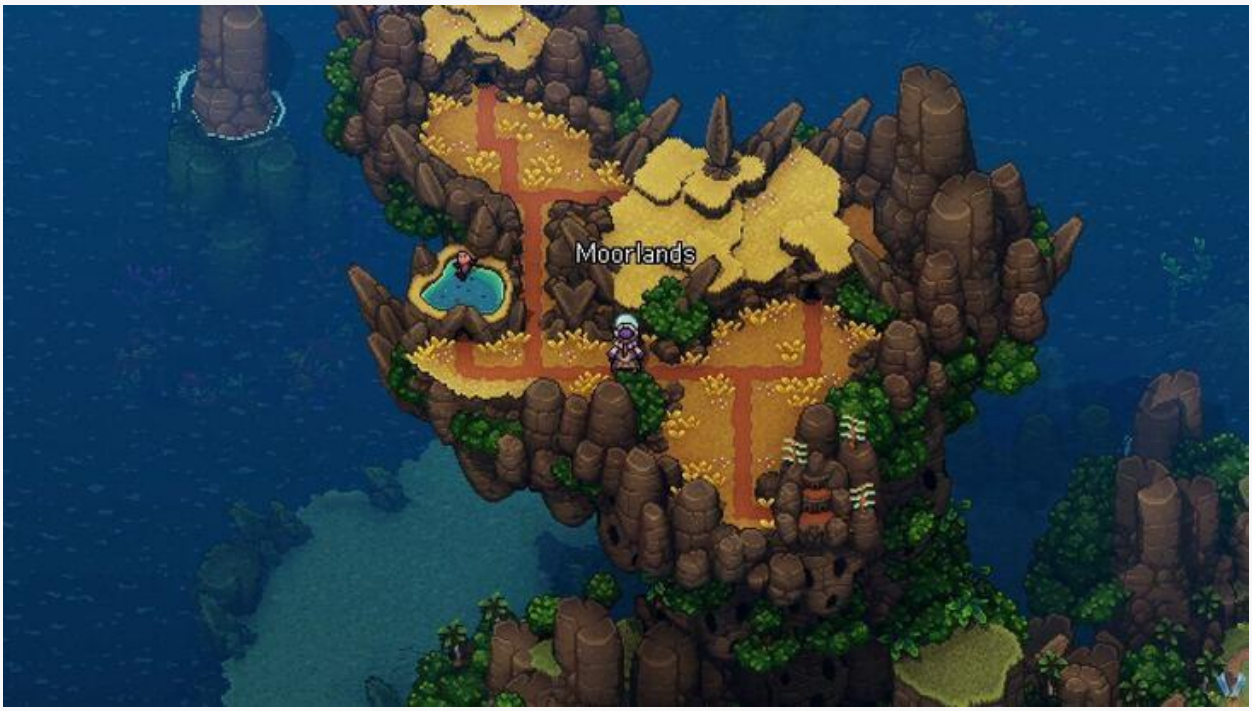
Complete The Queen that Was Sidequest

Probably the most difficult fight in the game, at least for me. It's the only time I got a game over anyways. Below is all the info on how to start it and whatnot.

- The Queen that Was (or pg.283)

Post Clearing Requirements

Once you've done all the requirements above we need to go to the area with the pillars. To get there fly over to the Moorlands and you'll want to take the southwestern entrance, the one we originally took to reach the fishing spot.



After you do so go northeast into the cave, go through it and simply head all the way west to find the ruins. Once you get here simply interact with the purple orb... and enjoy. I sure as all hell did!

Once the scenes are over we'll be at camp. Here, before you rest at the fire, talk to Garl **TWICE** to get the **Hook of Time**. We'll use that in a bit

Now that we have the Hook of Time, we'll want to make our way to Stillpond Island. This is the island shaped like a fish on the southern side of the map.

Enter the fishing area and to the north you'll see something sparkle in the water. Go ahead and fish it out to reveal a hidden cave!

Head inside go north to a fight. Kill the enemies here and to the north is a door that's locked. Head southwest, jump in the water and use the whirlpool to go down. Follow this path to reach a room with what's possibly your final chest, this one containing **Fishing Dungeon Key**.

Return to that door we couldn't open and use the key to go through. We are now in a room with several fishes, and one of them is glowing. We need that fish. I don't know if my game was bugged but I COULD NOT fish that golden fish. It wouldn't even notice the bait. If this happens to you, know that you can jump in the water and grab the fish with your hands.

Once you have it go up the stairs and use the key you just got on the fish head. Jump down and go north to find some more enemies. Kill them, jump in the water, climb the wall and continue north to the final room. Here we'll have to fish out a HUGE fish.

This thing is extremely tough but doable. Might take you a couple tries but you'll have to flick your analog stick left and right quite a bit. Once you fish out this fish watch the scene and we'll get a **Gilded Invitation**.

Use the whirlpool in the water to get back outside, then fly over to Brisk. Head to the special restaurant (west of the Coliseum) and hand over the Gilded Invitation to trigger a series of scenes. I'm not going to lie, they all look REALLY good! You love to see it!

NOTE: You'll receive here the Recipe: Legendary Feast. Best recipe in the game. We get **Question Pack #11** here as well.

Of course this isn't all there is to the ending, and in fact it's probably not even part of the ending itself.

For the ending itself you'll have to go back to the Fleshmancer's Lair and go through the final fight again. Of course scenes will be somewhat different here, and we'll have a new boss fight so I'll leave that below.

BOSS FIGHT: Aephorul

Well, this it it! The final battle! The final hidden battle! Aephorul is actually going to fight us himself thanks to someone's presence and goading...

So this is a hard fight for sure. Having some Legendary Feast items in your inventory helped, as does MP items. Party HP/MP items help a ton. You can imagine. Throw in the Magical Bag accessory and we should be golden.

Not only is this a hard fight, but it's a rather long fight too, which is why all those items will help. Still, see how long you can go before using them.

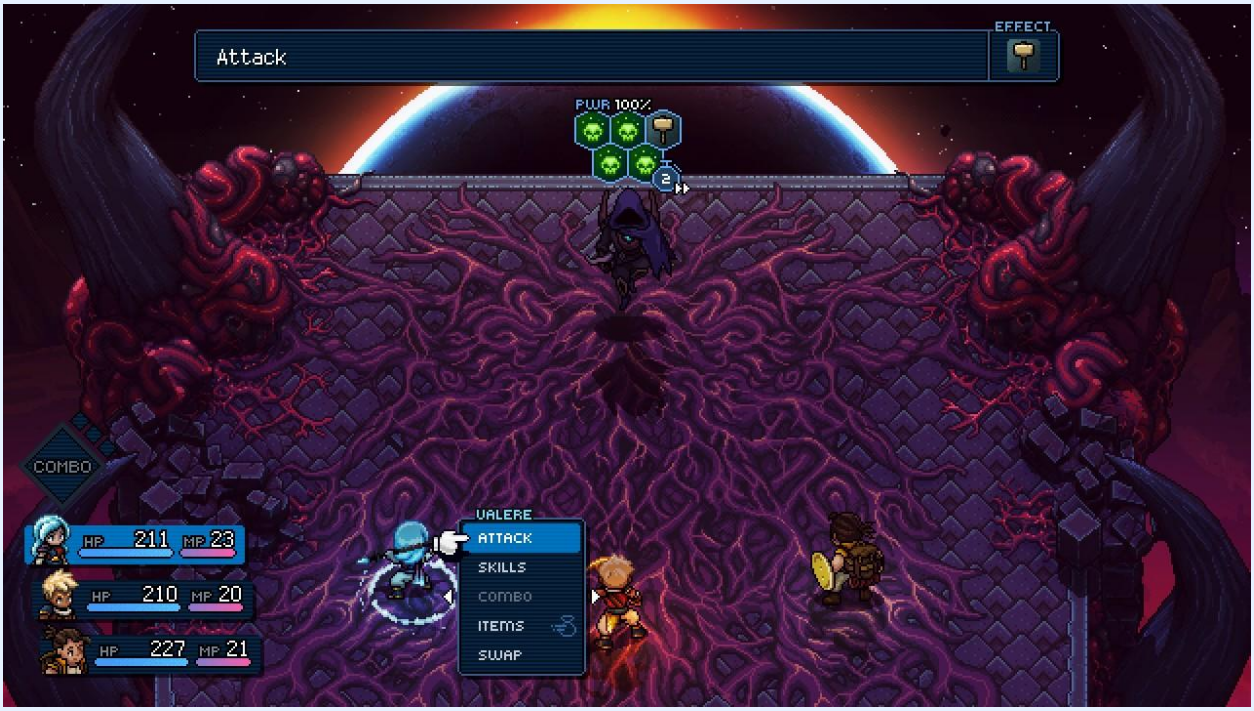
Now, let me tell you about the best thing you can do in this fight: use **Serai's Disorient Attack**. Well, that and have a healthy supply of boost orbs available. Quite often, Aephorul will do charged attack. The most annoying one is probably the **"Seed Pull"**. But when he goes to use it he often has a "1" on the charge... meaning the only way to even have a chance to stop him is Serai (or a combo move delaying the enemy, but realistically Serai). With her you can put his turn order back and actually break his charges. He does this so often that you may find yourself needing to give Serai MP to do this regularly in fact!

Aephorul still has a very strong basic attack. You really want to get the block timing down (see below!) as without it you'll take nearly 200 damage (maybe around 140 with a block). He also has a way to take himself out of the fight with his **"Seed Pull"/"Throne of Flesh"** combo. This makes you attack some Appendage enemies who will rotate what they are weak to. You can kind-of tell what they are weak to based on their color (pink for arcane, blue for moon, bronze for blunt, silver for sword), and you want to boost your attacks to take them out if needed.

Fighting only one Appendage is a good time to heal up, actually, for the record. Also, one of the best Ultimate Attacks to use has to be Garl, as whenever you see a Moon/Sun combo you can really use him to wipe out Aephorul's plans (well, that or the Sunorang Combo, huh?).

By the the most memorable part of this fight though has to be when you're interrupted halfway through (yes, halfway!) to do a **Shooting Segment**. You are already familiar with the controls of the shooting segments, but you are facing a version of Aephorul here. Take out two parts on each side, then the middle. Be sure to **Dive** when you need to otherwise you'll have to do this shooting segment again. We want to take him out in one go.

Even when you do take him out though, we still need to fight, so keep at it and again, don't be afraid to use your items. This is the ultimate challenge after all, so saving them doesn't make any sense at this point.



Use all those tips and check out his moves below and take this warped alchemist out!

Aephorul's Moves:

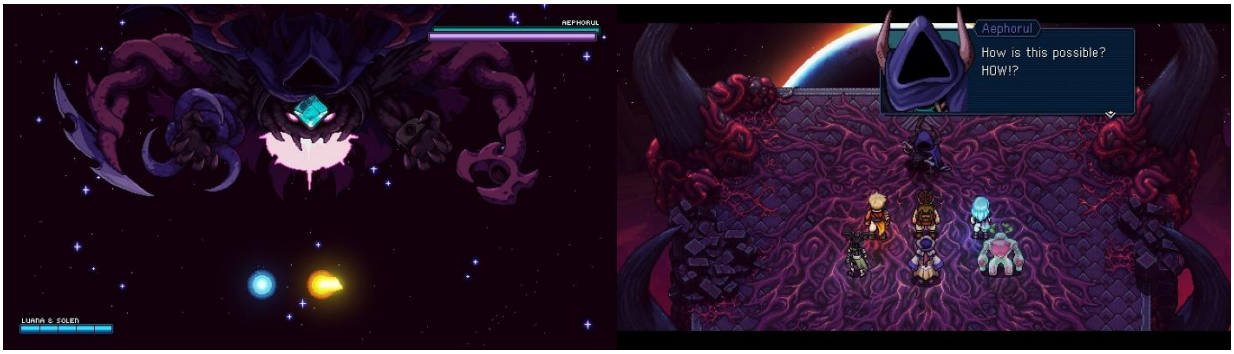
- **Energy Shot** This is Aephorul's basic attack, and it's bad. Really bad. He'll shoot that energy beam at you, which then embellishes itself with flesh, then a swirl at the end, then half a second later it "connects". That's what makes the blocking timing so awkward: don't block when it shoots, or at the swirl, but wait half a second to block after that. This is the difference between taking 140 damage and 190-200. This can easily kill you as you can see.

- **Seed Pull:** This charge attack is the one with six-locks, so you can keep track. This move will target one player and do around 140-150 damage to them and cause two seeds to appear (one if you break most of the locks). After that, the seeds hang around and just kind-of wait for the next move he does, which is always the **"Throne of Flesh"** move down below. Try to break the locks on this move.

- **Throne of Flesh:** And now we have the follow-up attack to the move above. If he gets this move off, he will sit upon a throne of flesh and you can no longer target Aephorul. The seeds then turn into **"Appendages"** that are all weak to different elements (you can tell based on their color: pink for arcane, blue for moon, bronze for blunt, silver for sword. These appendages will suck on a party member (yes, suck...) for 60-80 damage each turn they get. Still, this does come with a charge of its own, so you could also break this move and leave the seeds "unhatched" if you wanted to.

- **Maw:** Finally, we have the area attack. This is also a charge attack though (five locks), but if you let him do this attack he will put up jaws on either side of the party and slam them together. Very hard to block due to the speed/coming from the side. This will deal around 60-70 damage to each party member. Lunar Shield is pretty good to use after this attack.

And with that, we've officially completed Sea of Stars! congratulations! I hope you enjoyed the game and endings!



Where to find the Flimsy Hammers & Easter Egg Location Guide

Flimsy Hammers are a "collectible" of sorts that doesn't really give you anything material, but it gives you access to a pretty nice easter egg.

Locations

There are 4 Flimsy Hammers in the game and all of them are needed in order to reach said easter egg. There are 4 walls we need to destroy and each hammer is used for a wall.

1. One can be found as a reward for completing the Wheels Mini Game.
2. A second hammer can be found by reaching the True Ending.
3. Probably the easiest hammer can be found by simply fishing all 23 fish types, then talking to the Master Fisherman in Mirth.
4. You get this as a reward for completing all 11 Question Pack Quizes on both difficulties.

Easter Egg Location

Once you have all 4 Flimsy Hammers, make your way back to Mirth's Island and enter the Ancient Crypt to the north.

Once here move north to the next room where you'll have a bunch of teleporting tiles in the middle. You want to stand on and use the one in the center and at the very top.

Once you teleport and reach the next room filled with graves, go NORTHEAST a little bit and you should see a broken grave. Stand on the RIGHT side of it and use your wind ring to push it left.

Doing so will reveal a ladder. Go down and to the north will be the 4 walls you need to destroy using the Flimsy Hammers. At the very end though, check the wardrobe for a part of the easter egg, then go inside the wardrobe itself for yet another one. Not spoiling anything here so enjoy!

Items List
Snacks

255 of each snack can be held in the inventory, though prior to the "Dawn of Equinox" game update, the snack limit was 10 individual snacks. All snacks sell for the combined sell value of their ingredients.

Snack	Effect	Description	Ingredients	Buying Price	Selling Price
Legendary Feast	+100% HP / +100% MP (Party)	Garl's ultimate recipe.	Meat x5 Potato x3 Onion x2 Fish x5 Seafood x5 Apple x3 Bone x2 Dairy x3	-	45 G
Braisé	+100% HP / +100% MP (Ally)	Slow-cooked in clay to tender perfection.	Potato x4 Onion x3 Meat x6 Grains x2 Bone x4	76 G	38 G
Poutine	Cures KO +100% HP (Ally)	The only thing better than lasagna.	Potato x4 Dairy x3 Bone x2	-	16 G
Champion's Omelette	+255 HP (Ally)	Gets you through the day with unprecedented energy.	Bell Pepper x3 Tomato x3 Onion x2 Egg x5	-	28 G
Pudding Chômeur	+100% MP (Ally)	Not sweet enough at first and way too sweet by the end.	Grains x3 Dairy x2 Maple Syrup x2	-	18 G

Snack	Effect	Description	Ingredients	Buying Price	Selling Price
Lasagna	+180 HP (Party)	As good as food gets.	Tomato x6 Onion x3 Meat x4 Grains x5 Dairy x3	-	36 G
Surf & Turf Tataki[note 1]	+135 HP / +8 MP (Party)	Nothing but the finest ingredients.	Fish x6 Seafood x6 Meat x6	-	24 G
Yakitori Shrimp	+15 MP (Ally)	Proof that simple can be good.	Seafood x9	-	9 G
Gourmet Burger	+175 HP / +7 MP (Ally)	The fancy name takes away the guilt.	Lettuce x1 Tomato x1 Onion x1 Meat x3 Mushroom x2 Grains x2 Dairy x2	-	20 G
Sashimi	+155 HP (Ally)	As fresh as food can be.	Fish x9	18 G	9 G
Pain Doré	+9 MP (Party)	Also feeds the mind.	Red Berry x3 Egg x2 Dairy x1 Grains x3 Maple Syrup x2	50 G	25 G
Parfait	Cures KO +75% HP (Ally)	It's all in the name.	Red Berry x4 Grains x1 Dairy x1 Maple Syrup x1	24 G	12 G

Snack	Effect	Description	Ingredients	Buying Price	Selling Price
Croustade	+80 HP / +7 MP (Party)	Crispy with a mouth-watering smell.	Apple x6 Grains x2 Egg x2 Dairy x1 Maple Syrup x2	64 G	32 G
Bouillabaisse	+110 HP / +6 MP (Ally)	Even better when you don't have to make it yourself.	Tomato x3 Onion x2 Fish x3 Seafood x4	28 G	14 G
Peach Strudel	+12 MP (Ally)	Definitely worth the hassle.	Peach x3 Grains x1 Egg x2 Dairy x1	32 G	16 G
Hearty Stew	+90 HP (Ally)	Tastes like home.	Potato x3 Onion x2 Meat x2 Grains x1 Bone x1	32 G	16 G
Mooncradle Fish Pie	+55 HP / +5 MP (Party)	An Evermist Island classic.	Grains x1 Egg x2 Fish x4 Potato x2 Onion x1 Dairy x1	-	18 G
Mushroom Soup	+40 HP (Party)	Hearty and comforting.	Mushroom x6 Dairy x2 Bone x1	26 G	13 G
Papillote	Cures KO +50% HP (Ally)	A great side dish for campfire cooking beginners.	Potato x3 Onion x2	14 G	7 G

Snack	Effect	Description	Ingredients	Buying Price	Selling Price
Roast Sandwich	+60 HP (Ally)	Thin slices of meat in a crispy baguette.	Meat x2 Grains x2	16 G	8 G
Herbed Filet	+50 HP (Ally)	Healthy and light.	Fish x2 Grains x1	8 G	4 G
Chaudrée	+8 MP (Ally)	As good as the pepper you grind into it.	Potato x2 Seafood x2 Dairy x1	12 G	6 G
Mushroom Scramble	+35 HP / +5 MP (Ally)	More fun to cook than it is to eat.	Mushroom x3 Egg x2	-	9 G
Basic Salad	+35 HP (Ally)	Boring but healthy.	Lettuce x2 Tomato x1 Bell Pepper x1	10 G	4 G
Tomato Club	+20 HP (Ally)	Unbeatable when the tomatoes are just right.	Grains x1 Lettuce x1 Tomato x1	8 G	4 G
Berry Jam	+5 MP (Ally)	Sweet and simple.	Red Berry x5	10 G	5 G

Key Items

The "Dawn of Equinox" game update introduced the Solstice Diploma and the Solstice Doctorate.

Key Item	Description	Max Quantity	Buying Price	Locations
Cookie Jar	From that time Garl snuck into Zenith Academy.	-	-	Zenith Academy
Docarri Seal Fragment A	One of three pieces needed to unlock the sealed underwater gate.	-	-	Sunken Docarri Ruins

Key Item	Description	Max Quantity	Buying Price	Locations
Docarri Seal Fragment B	One of three pieces needed to unlock the sealed underwater gate.	-	-	Sunken Docarri Ruins
Docarri Seal Fragment C	One of three pieces needed to unlock the sealed underwater gate.	-	-	Sunken Docarri Ruins
Solstice Shrine Key A	Found in a Solstice Shrine.	-	-	Solstice Shrine (Wraith Island)
Aventry Locket	The item that Romaya infused with magic to control Duke Aventry's ghost.	-	-	Half-Sunken Tower
Solstice Shrine Key B	Found in a Solstice Shrine.	-	-	Solstice Shrine (Wraith Island)
Duke Aventry's Key	Unlocks the Duke's coffin chest in the Flooded Graveyard.	-	-	Flooded Graveyard
Gilded Invitation	A special invitation to dinner at the Golden Pelican.	-	-	Fishing Dungeon
Hook of Time	A special hook given to Garl by entities known only to him.	-	-	Unknown
Fish Key	A key that looks like a fish and moves like fish.	-	-	Fishing Dungeon
Fishing Dungeon Key	Opens a door in the fishing dungeon.	-	-	Fishing Dungeon
Romaya's Journal	She would not be pleased.	-	-	Flooded Graveyard
Rainbow Star	A mysterious item.	-	-	Docarri Village (Mirna)

Key Item	Description	Max Quantity	Buying Price	Locations
Cypher	Can be used to open the encrypted door in Repine.	-	-	Repine
Data Strip	With enough strips, a Cypher could be created.	4	-	Speedball Network Station, Cerulean Reservoir, Repine, Fleshmancer's Lair
Trader's Signet	Might be of interest to a certain merchant.	-	-	Wind Tunnel Mines
Big Jar	Found in the Fleshmancer's Lair.	3	-	Fleshmancer's Lair
Fish?	Fished in the Fleshmancer's Lair.	-	-	Fleshmancer's Lair
Crystal Egg	A strange object of worship.	-	-	Sacrosanct Spires
Probe	Programmed by Cedric.	-	-	Repine
Wireplate Sheet	Could probably be used by a machine to make something...	-	-	Derelict Factory
Kyber Ore	One of the parts needed to print a Kybermesh Battery.	-	-	Derelict Factory
Power Unit	One of the parts needed to print a Kybermesh Battery.	-	-	Derelict Factory
Crane Operator ID Card	Lets the bearer operate the Factory's laser crane.	-	-	Derelict Factory
Blueprint Disc	One of the parts needed to print a Kybermesh Battery.	-	-	Derelict Factory
Immaculate Pearl	Given by Hortence to summon Hydralion.	-	-	Maelstrom Point

Key Item	Description	Max Quantity	Buying Price	Locations
Cobalt Hammer	An evolution of the Coral Hammer which can break blue crystals.	-	-	Air Elemental Skyland
Wind Key	Given by the Sky Council to open the way to the Air Elemental Skyland.	-	-	Cloud Kingdom
Triangular Slab	Would fit in a triangular slot.	-	-	Air Elemental Skyland
Hexagonal Slab	Would fit in a hexagonal slot.	-	-	Air Elemental Skyland
Deployable Wheels Table	Bought from The Watchmaker for delivery in Repine.	-	250 G	Clockwork Castle
Master Key	Made by The Watchmaker to unlock the big door in Caël's workshop.	-	-	Clockwork Castle
Yomara's Key	A key that unlocks the door south of Yomara's cabin.	-	-	Songshroom Marsh
Garden Key	Opens a locked door in the Clockwork Castle.	-	-	Clockwork Castle
Vial of Time	Resh'an's alchemy vial made from the Sands of Time.	-	-	Mossy Cache
Solstice Amulet	Lets the bearer control the Time of Day without having to stand on a Celestial Rune.	-	-	Glacial Peak
Valve	A valve found in the water temple Antsudlo.	-	-	Antsudlo
Yellow Pearl	A pearl found in the water temple of Antsudlo.	-	-	Antsudlo

Key Item	Description	Max Quantity	Buying Price	Locations
Purple Pearl	A pearl found in the water temple of Antsudlo.	-	-	Antsudlo
Pink Pearl	A pearl found in the water temple of Antsudlo.	-	-	Antsudlo
Green Pearl	A pearl found in the water temple of Antsudlo.	-	-	Antsudlo
Blue Pearl	A pearl found in the water temple of Antsudlo.	-	-	Antsudlo
Sapphire Key	Likely powers some underwater device.	-	-	Antsudlo
Coral Hammer	A legendary hammer attuned to The Deep Blue.	-	-	Mirth
Moraine's Office Key	The key to the Headmaster's office in Zenith Academy.	-	-	Mirth
Evermist Shrine Key	Unlocks the Solstice Shrine on Evermist Island.	-	-	Mirth
Seashell	Needs to be infused with magic at the Sacred Grove.	-	-	Lake Docarria
Magic Seashell	Lets the bearer breathe underwater.	-	-	Sacred Grove
Cursed Doubloon	Round shaped with a skull in the middle.	6	-	Sea of Nightmare
Map	A magic map displaying The Vespertine's surrounding waters.	-	-	The Vespertine
Shed Key	Probably unlocks the creepy shed in Lucent...	-	-	Town of Lucent

Key Item	Description	Max Quantity	Buying Price	Locations
Turbo Cookie	A strange cookie for ghosts.	-	-	Town of Lucent
Graplou	Throw with [Graplou button]. Can stick to grapple points, enemies, and climbable surfaces.	-	-	Necromancer's Lair
Master Ghost Sandwich	As good as it gets... for a ghost.	-	-	Haunted Mansion
Ordinary Ghost Sandwich	Ghostly and ordinary.	-	-	Haunted Mansion
Knight's Helm	Fits on statues in the Haunted Mansion.	-	-	Haunted Mansion
Crown	Fits on statues in the Haunted Mansion.	-	-	Haunted Mansion
Yellow Flame	A magical flame burning yellow. Might interest the Ferryman...	-	-	Flooded Graveyard
Soul Stone	A necromancer artifact capable of dispelling curses.	-	-	Necromancer's Lair
Green Flame	A magical flame burning green. Might interest the Ferryman...	-	-	Necromancer's Lair
Coin of Undeath Accord	A binding contract for the undead.	-	-	Abandoned Wizard's Lab
Golden Watch	Inexplicably swallowed by a fish in the Wizard Lab.	-	-	Abandoned Wizard's Lab
Red Crystal	Expertly carved to focus light beams.	-	-	Abandoned Wizard's Lab
Blue Crystal	Expertly carved to focus light beams.	-	-	Abandoned Wizard's Lab

Key Item	Description	Max Quantity	Buying Price	Locations
Green Crystal	Expertly carved to focus light beams.	-	-	Abandoned Wizard's Lab
Mistral Bracelet	Press [Mistral Bracelet button] to create concentrated bursts of wind.	-	-	Wind Tunnel Mines
Mines Key	A wind emblem is engraved on it.	-	-	Wind Tunnel Mines
Solstice Diploma	Earned by graduating from Zenith Academy.	-	-	Mooncradle
Ornate Stone	A weighted stone. Fits a brazier in Zenith Academy.	-	-	Zenith Academy
Forbidden Cavern Key	A key found in the Forbidden Cavern.	-	-	Forbidden Cavern
Question Pack #1	Might interest a Quiz Master.	-	-	Quiz Show
Question Pack #2	Might interest a Quiz Master.	-	-	Port Town of Brisk
Question Pack #3	Might interest a Quiz Master.	-	-	Haunted Mansion
Question Pack #4	Might interest a Quiz Master.	-	-	Jungle Path
Question Pack #5	Might interest a Quiz Master.	-	-	Songshroom Marsh
Question Pack #6	Might interest a Quiz Master.	-	-	Cloud Kingdom
Question Pack #7	Might interest a Quiz Master.	-	-	Cerulean Expanse
Question Pack #8	Might interest a Quiz Master.	-	-	Sky Base

Key Item	Description	Max Quantity	Buying Price	Locations
Question Pack #9	Might interest a Quiz Master.	-	-	Repine
Question Pack #10	Might interest a Quiz Master.	-	-	Fleshmancer's Lair
Question Pack #11	Might interest a Quiz Master.	-	-	Golden Pelican
Music Sheet #1	Yolande will know what to do with this.	-	-	Mooncradle
Music Sheet #2	Yolande will know what to do with this.	-	-	Haunted Mansion
Music Sheet #3	Yolande will know what to do with this.	-	56 G	Mirth
Music Sheet #4	Yolande will know what to do with this.	-	56 G	Autumn Hills
Music Sheet #5	Yolande will know what to do with this.	-	-	Glacial Peak
Music Sheet #6	Yolande will know what to do with this.	-	56 G	Cloud Kingdom
Music Sheet #7	Yolande will know what to do with this.	-	-	Sky Base
Stone Tablet Piece	Teaks might get a story from this.	-	-	Jungle Path
Romaya's Hairpin	Teaks might get a story from this.	-	-	Necromancer's Lair
Ancient Molekin Cloak	Teaks might get a story from this.	-	-	Stonemasons Outpost
Cloudy Shard	Teaks might get a story from this.	-	-	Cloud Kingdom

Key Item	Description	Max Quantity	Buying Price	Locations
Old Coral Vase	Teaks might get a story from this.	-	-	Docarri Village
Celestial Willow Leaf	Teaks might get a story from this.	-	-	Mooncradle
Aventry Crest	Teaks might get a story from this.	-	-	Flooded Graveyard
Broken Handle	Teaks might get a story from this.	-	-	Es'tristae's Lookout
Cog Prototype	Teaks might get a story from this.	-	-	Clockwork Castle
Joce's Belt Buckle	Teaks might get a story from this.	-	-	Speak to Seraï at a campfire after defeating the Dweller of Dread
Inn Plans	Plans for the construction of an inn in Mirth.	-	-	Docarri Village (Mirna)
Spa Plans	Plans for the construction of a spa in Mirth.	-	-	Docarri Village (Mirna)
Shop Plans	Plans for the construction of a shop in Mirth.	-	-	Docarri Village (Mirna)
Fishing Hut Plans	Plans for the construction of a fishing hut in Mirth.	-	-	Docarri Village (Mirna)
Assassin Figurine	Makes the Assassin class playable in Wheels.	-	-	8th Wheels reward
Priest Figurine	Makes the Priest class playable in Wheels.	-	-	6th Wheels reward
Engineer Figurine	Makes the Engineer class playable in Wheels.	-	-	4th Wheels reward
Archer Figurine	Makes the Archer class playable in Wheels.	-	-	1st Wheels reward

Key Item	Description	Max Quantity	Buying Price	Locations
Mage Figurine	Makes the Mage class playable in Wheels.	-	-	Port Town of Brisk
Warrior Figurine	Makes the Warrior class playable in Wheels.	-	-	Port Town of Brisk
Platinum Wheel	A max level Wheel.	-	-	9th Wheels reward
Diamond Wheel	A level 4 Wheel.	-	-	7th Wheels reward
Solstice Doctorate	Earned by reaching the good ending.	-	-	Defeat Aephorul
Gold Wheel	A level 3 Wheel.	-	-	5th Wheels reward
Silver Wheel	A level 2 Wheel.	-	-	3rd Wheels reward
Bronze Wheel	A level 1 Wheel.	-	-	2nd Wheels reward
Copper Wheel	A beginner's Wheel. Not even considered to be level 1.	-	-	Port Town of Brisk
Flimsy Hammer	Very flimsy.	4	-	Mirth (Master Fisherman), Clockwork Castle (Watchmaker), Quiz Show (Quiz Master), Defeat Aephorul
Rainbow Conch	Might interest a collector.	60	-	Various

Recipes

Recipe	Description	Snack	Buying Price	Location
Recipe: Legendary Feast	Teaches how to cook Legendary Feast.	Legendary Feast	-	Golden Pelican
Recipe: Braisé	Teaches how to cook Braisé.	Braisé	160 G	Fleshmancer's Lair
Recipe: Poutine	Teaches how to cook Poutine.	Poutine	-	Docarri Village (Mirna)
Recipe: Champion's Omelette	Teaches how to cook Champion's Omelette.	Champion's Omelette	-	Sacrosanct Spires
Recipe: Pudding Chômeur	Teaches how to cook Pudding Chômeur.	Pudding Chômeur	-	Docarri Village (Mirna)
Recipe: Lasagna	Teaches how to cook Lasagna.	Lasagna	110 G	Fleshmancer's Lair
Recipe: Surf and Turf Tataki[note 2]	Teaches how to cook Surf and Turf Tataki.	Surf & Turf Tataki	150 G	Sky Base
Recipe: Yakitori Shrimp	Teaches how to cook Yakitori Shrimp.	Yakitori Shrimp	100 G	Repine
Recipe: Gourmet Burger	Teaches how to cook Gourmet Burger.	Gourmet Burger	160 G	Lost Ones Hamlet
Recipe: Sashimi	Teaches how to prepare Sashimi.	Sashimi	-	Derelict Factory

Recipe	Description	Snack	Buying Price	Location
Recipe: Pain Doré	Teaches how to cook Pain Doré.	Pain Doré	110 G	Lost Ones Hamlet
Recipe: Parfait	Teaches how to make Parfait.	Parfait	-	Autumn Hills
Recipe: Croustade	Teaches how to cook Croustade.	Croustade	160 G	Mirth
Recipe: Bouillabaisse	Teaches how to cook Bouillabaisse.	Bouillabaisse	160 G	Docarri Village
Recipe: Peach Strudel	Teaches how to cook Peach Strudel.	Peach Strudel	150 G	Cloud Kingdom
Recipe: Hearty Stew	Teaches how to cook Hearty Stew.	Hearty Stew	-	Flooded Graveyard
Recipe: Mooncradle Fish Pie	Teaches how to cook Mooncradle Fish Pie.	Mooncradle Fish Pie	-	Haunted Mansion
Recipe: Mushroom Soup	Teaches how to cook Mushroom Soup.	Mushroom Soup	-	Moorlands
Recipe: Papillote	Teaches how to cook Papillote.	Papillote	110 G	Mountain Trail, Port Town of Brisk, Town of Lucent
Recipe: Roast Sandwich	Teaches how to cook Roast Sandwich.	Roast Sandwich	-	Unlocked with Garl by default
Recipe: Herbed Filet	Teaches how to cook Herbed Filet.	Herbed Filet	-	Unlocked with Garl by default

Recipe	Description	Snack	Buying Price	Location
Recipe: Chaudrée	Teaches how to cook Chaudrée.	Chaudrée	-	Mountain Trail
Recipe: Mushroom Scramble	Teaches how to cook Mushroom Scramble.	Mushroom Scramble	-	Elder Mist Trials
Recipe: Basic Salad	Teaches how to cook Basic Salad.	Basic Salad	-	Unlocked with Garl by default
Recipe: Tomato Club	Teaches how to cook Tomato Club.	Tomato Club	-	Unlocked with Garl by default
Recipe: Berry Jam	Teaches how to cook Berry Jam.	Berry Jam	-	Unlocked with Garl by default

Ingredients

255 of each ingredient can be held in the inventory.

Ingredient	Description	Buying Price	Selling Price
Red Berry	Common fruit. Juicy and ripe.	2 G	1 G
Peach	Tastes like a summer day.	4 G	2 G
Apple	Light with a touch of honey.	4 G	2 G
Tomato	The fruit you eat when the situation calls for vegetables.	2 G	1 G
Lettuce	Crisp and refreshing.	2 G	1 G
Mushroom	Usually found in the corners of damp caverns. Nutty flavor.	-	1 G

Ingredient	Description	Buying Price	Selling Price
Potato	Nourishing and easy to grow.	2 G	1 G
Bell Pepper	Best added late while cooking to preserve crispiness.	4 G	2 G
Onion	Adds depth of flavor when used lightly.	4 G	2 G
Seafood	The fresher the better.	-	1 G
Fish	Filleted from common fish.	-	1 G
Meat	A common protein that fills you up.	4 G	2 G
Bone	The starting point of most dishes involving sauce.	6 G	3 G
Grains	Reliable base for carbo-hydrated meals.	4 G	2 G
Dairy	Useful to make dough and creamy dishes.	4 G	2 G
Egg	Easy to learn. Hard to master. Always nutritious.	6 G	3 G
Maple Syrup	Underrated yet overpriced.	8 G	4 G

Equipment List

Swords (Zale)

	Sun Blade	The legendary sword of the Guardian God Solen.	ATK +50 / M. ATK +35	-	42 G	Final Solstice Shrine challenge
	Firmament's Edge	Cuts even the very air it slashes through.	ATK +42 / M. ATK +32	-	42 G	Fleshmancer's Lair
	Plasma Blade	So sharp it emits a faint sound.	ATK +40 / M. ATK +29	168 G	42 G	Hunting Fields, Sky Base, Fleshmancer's Lair
	Kybersteel Blade	Hardened by a cybernetics forge operating at absolute zero.	ATK +35 / M. ATK +29	168 G	42 G	Repine
	Cloud Sword	Sounds famous.	ATK +29 / M. ATK +24	156 G	39 G	Cloud Kingdom
	Bamboo Slicer	Sharp with a greenish hue.	ATK +22 / M. ATK +19	-	35 G	Bamboo Creek
	Coral Sword	Handcrafted by Docarri artisans.	ATK +19 / M. ATK +15	112 G	28 G	Docarri Village
	Shimmering Sword	Increases damage dealt to undead by 10%.	ATK +15 / M. ATK +10	-	20 G	Solstice Shrine (Wraith Island)
	Scrimshawed Sword	The result of a femur and a lot of free time.	ATK +13 / M. ATK +10	80 G	20 G	Town of Lucent, Haunted Mansion
	Silver Sword	Sharp and made of silver.	ATK +9 / M. ATK +7	52 G	13 G	Moorlands, Stonemasons Outpost, Wind Tunnel Mines, Port Town of Brisk

	Squire Sword	For those looking for a humble start.	ATK +5 / M. ATK +5	32 G	8 G	Sunglow Lake, Mountain Trail
	Training Sword	Mostly made of wood.	ATK +1 / M. ATK +3	-	5 G	Zenith Academy

Staff (Valere)

Staff		Description	Stats	Buying Price	Selling Price	Locations
	Moon Bo	The legendary staff of the Guardian Goddess Luana.	ATK +58 / M. ATK +28	-	42 G	Final Solstice Shrine challenge
	Earthshine Staff	Could shatter any surface.	ATK +47 / M. ATK +25	-	42 G	Fleshmancer's Lair
	Adamantine Staff	Perfectly shaped by advanced machines.	ATK +39 / M. ATK +23	168 G	42 G	Repine
	Neobsidian Staff	Stops resonating when firmly held.	ATK +44 / M. ATK +23	168 G	42 G	Seat of the Triumvirate, Sky Base, Fleshmancer's Lair
	Igneous Staff	Made from hardened magma.	ATK +32 / M. ATK +20	-	39 G	Kiln Mountain
	Ornate Bo	Perfectly balanced.	ATK +25 / M. ATK +14	140 G	35 G	Autumn Hills
	Coral Staff	Handcrafted by Docarri artisans.	ATK +22 / M. ATK +10	112 G	28 G	Docarri Village
	Shimmering Staff	Increases damage dealt to undead by 10%.	ATK +16 / M. ATK +8	-	19 G	Solstice Shrine (Wraith Island)
	Osseous Staff	Signature weapon of warriors long passed.	ATK +15 / M. ATK +8	76 G	19 G	Necromancer's Lair, Haunted Mansion

Staff	Description	Stats	Buying Price	Selling Price	Locations
Teal Amber Staff	Handmade by the Molekin stonemasons.	ATK +11 / M. ATK +6	48 G	12 G	Stonemasons Outpost, Wind Tunnel Mines, Port Town of Brisk
Copper Staff	Sturdy and light.	ATK +7 / M. ATK +4	36 G	9 G	Sunglow Lake, Mountain Trail
Training Staff	Good grip. Cheap materials.	ATK +3 / M. ATK +1	-	5 G	Zenith Academy

Lid (Garl)

Lid	Description	Stats	Buying Price	Selling Price	Locations
Mooncradle Boy's Lid	A trusty weapon for one who fights with spirit.	ATK +50 / M. ATK +35	-	34 G	Equipped to Garl by default
Sturdy Cog	Could power a gigantic clock, and probably did.	ATK +27 / M. ATK +19	-	34 G	Clockwork Castle
Phosphorite Lid	Carved out of hardened sediment.	ATK +21 / M. ATK +15	-	28 G	Antsudlo
Calcite Lid	Surprisingly sturdy.	ATK +15 / M. ATK +13	56 G	14 G	Wraith Island Docks, Town of Lucent
Rock Lid	Requires a firm grip.	ATK +10 / M. ATK +9	44 G	11 G	Moorlands, Port Town of Brisk
Cauldron Lid	Makeshift weapon with sentimental value.	ATK +6 / M. ATK +7	-	7 G	Equipped to Garl by default

Daggers (Seraï)

Daggers	Description	Stats	Buying Price	Selling Price	Locations
Star Shards	Legendary daggers crafted from the tears of a fallen monarch.	ATK +49 / M. ATK +38	-	46 G	Throne of The Queen That Was
Apogee Daggers	Safe only in the agile hands of a master.	ATK +41 / M. ATK +35	-	46 G	Fleshmancer's Lair

Daggers	Description	Stats	Buying Price	Selling Price	Locations
Plasma Daggers	So sharp they emit a faint sound.	ATK +36 / M. ATK +32	184 G	46 G	Sky Base, Fleshmancer's Lair
Kybersteel Daggers	Could even cut through diamond.	ATK +32 / M. ATK +32	-	46 G	Derelict Factory
Truesilver Daggers	Stolen from pirates of old.	ATK +27 / M. ATK +29	-	42 G	Cloud Kingdom
Shroomy Shivs	Increases potency of venom attacks.	ATK +20 / M. ATK +24	-	36 G	Songshroom Marsh
Phantom Daggers	Sharp blades emitting a faint eerie noise.	ATK +20 / M. ATK +20	-	30 G	Torment Peak
Coral Daggers	Handcrafted by Docarri artisans.	ATK +14 / M. ATK +20	124 G	31 G	Sacred Grove, Docarri Village
Shimmering Daggers	Increases damage dealt to undead by 10%.	ATK +9 / M. ATK +14	-	10 G	Flooded Graveyard
Silver Daggers	Light and precise.	ATK +5 / M. ATK +8	-	10 G	Equipped to Seraï by default

Cork (Resh'an)

Cork	Description	Stats	Buying Price	Selling Price	Locations
Aetherwood Cork	Resh'an's handcrafted finishing touch for the Vial of Time.	ATK +44 / M. ATK +49	-	43 G	Sealed Docarri Ruins
Salix Cork	Discarded by Aephorul after one of his experiments.	ATK +37 / M. ATK +41	-	43 G	Fleshmancer's Lair
Rosewood Cork	Lovely scent.	ATK +34 / M. ATK +39	172 G	43 G	Sky Base, Fleshmancer's Lair

Cork	Description	Stats	Buying Price	Selling Price	Locations
Walnut Cork	A rare find in Seraï's world.	ATK +29 / M. ATK +39	-	43 G	Lost Ones Hamlet
Cypress Cork	Smells like a peaceful retreat.	ATK +26 / M. ATK +32	-	41 G	Air Elemental Skyland
Withered Cork	In need of replacement.	ATK +17 / M. ATK +18	-	28 G	Equipped to Resh'an by default
Maple Cork	Heavy for its size.	ATK +20 / M. ATK +22	136 G	34 G	Autumn Hills, Songshroom Marsh

Fist (B'st)

Glass Fist	Description	Unlock Level Range
Perfect Glass Fist	Living Glass balled into a fist.	Level 30
Flawless Glass Fist	Living Glass balled into a fist.	Level 26-29
Glass Fist	Living Glass balled into a fist.	Level 24, 25
Flawed Glass Fist	Living Glass balled into a fist.	Level 22, 23
Chipped Glass Fist	Living Glass balled into a fist.	Level 21 and lower

Armor

Armor	Description	Equippable By	Stats	Buying Price	Selling Price	Locations
Eclipse Armor	The Solstice Warrior's ultimate protection.	Zale Valere	DEF +53 / M. DEF +49	-	38 G	Solstice Shrine, Flooded Graveyard

Armor		Description	Equippable By	Stats	Buying Price	Selling Price	Locations
	Garl's Apron	Handcrafted in a realm unknown using materials unknown.	Garl	DEF +50 / M. DEF +50	-	36 G	Equipped to Garl by default
	Vitric Simulacrum	Settles Living Glass in perfect harmony.	B'st	DEF +53 / M. DEF +51	-	36 G	Dweller's Fall Arena
	Cosmic Cape	Inlaid with ethereal patterns.	Garl Seraï Resh'an	DEF +45 / M. DEF +50	-	36 G	Repine
	Cloudy Simulacrum	Has a subtle shine to it.	B'st	DEF +45 / M. DEF +42	144 G	36 G	Hunting Fields, Sky Base, Fleshmancer's Lair
	Sparkmesh Cape	A flexible miracle of technology.	Garl Seraï Resh'an	DEF +43 / M. DEF +44	144 G	36 G	Sky Base, Fleshmancer's Lair
	Sparkmesh Armor	A sturdy miracle of technology.	Zale Valere	DEF +46 / M. DEF +41	152 G	38 G	Sacrosanct Spires, Sky Base, Fleshmancer's Lair
	Dull Simulacrum	Reflects the light slightly.	B'st	DEF +37 / M. DEF +37	-	36 G	Equipped to B'st by default
	Pliantshell Vest	A seemingly sentient material that becomes soft as cloth when protection isn't needed.	Garl Seraï Resh'an	DEF +37 / M. DEF +41	144 G	36 G	Repine
	Wireplate Armor	Embraces the wearer's body with impossible accuracy.	Zale Valere	DEF +43 / M. DEF +36	-	38 G	Derelict Factory, Cerulean Expanse
	Azure Cape	Seemingly alive with dreamlike patterns.	Garl Seraï Resh'an	DEF +33 / M. DEF +39	-	32 G	Air Elemental Skyland

Armor		Description	Equippable By	Stats	Buying Price	Selling Price	Locations
	Volcanic Armor	Great protection for those who can bear the weight.	Valere	DEF +40 / M. DEF +32	-	34 G	Kiln Mountain
	Sky Armor	Feels both heavy and light.	Zale	DEF +38 / M. DEF +35	-	34 G	Air Elemental Skyland
	Leaf Cape	Brimming with ancient magic.	Garl Seraï Resh'an	DEF +28 / M. DEF +33	96 G	24 G	Songshroom Marsh
	Oaken Armor	Hardened by craftsmen of a bygone era.	Zale Valere	DEF +34 / M. DEF +27	104 G	26 G	Autumn Hills, Cloud Kingdom
	Tattered Cape	Enchanted to appear to be in mint condition.	Garl Seraï Resh'an	DEF +26 / M. DEF +33	-	23 G	Equipped to Resh'an by default
	Thalassic Cloak	Magicked into existence by a wizard of old.	Seraï Resh'an	DEF +25 / M. DEF +33	96 G	24 G	Mirth, Antsudlo
	Pearlescent Apron	Pretty, and pretty sturdy.	Garl	DEF +25 / M. DEF +25	88 G	22 G	Docarri Village
	Docarri Armor	Reasonably robust.	Zale Valere	DEF +28 / M. DEF +22	92 G	23 G	Jungle Path, Docarri Village, Mirth
	Revenant Armor	Was worn by its owner long after death.	Zale Valere	DEF +23 / M. DEF +25	-	12 G	Necromancer's Lair
	Spectral Cape	Appears to have a will of its own.	Garl Seraï Resh'an	DEF +19 / M. DEF +23	44 G	11 G	Necromancer's Lair, Haunted Mansion
	Bone Armor	Cold but reliable.	Zale Valere	DEF +22 / M.	48 G	12 G	Town of Lucent, Cursed Woods, Haunted Mansion

Armor	Description	Equippable By	Stats	Buying Price	Selling Price	Locations
			DEF +20			
Mage-Knight Armor	A ceremonial robe with magic properties.	Zale Valere	DEF +15 / M. DEF +28	-	15 G	Abandoned Wizard's Lab
Pirate Garb	Probably used.	Zale Valere Garl Seraï	DEF +19 / M. DEF +15	-	9 G	Coral Cascades, Port Town of Brisk, Equipped to Seraï by default
Miner's Smock	A worker's apron.	Garl	DEF +18 / M. DEF +12	32 G	8 G	Stonemasons Outpost, Wind Tunnel Mines
Basic Armor	Predictable in a good way.	Zale Valere	DEF +13 / M. DEF +9	28 G	7 G	Mountain Trail, Elder Mist Trials, Stonemasons Outpost, Wind Tunnel Mines
Adventurer's Vest	Thirty adventurers agree, this vest is the best.	Zale Valere Garl Seraï	DEF +5 / M. DEF +5	24 G	6 G	Forbidden Cavern, Sunglow Lake, Mountain Trail

Trinkets

Trinket	Description	Equippable By	Selling Price	Locations
Signet of Clarity	Skills cost -1 MP.	All	45 G	Glacial Peak
Celestial Ray	M. ATK +5. Regular attacks regenerate +1 MP.	Zale Valere	55 G	Solstice Shrine (Seraï's World)
Moonstone Bracer	M. ATK +10. Lunar Shield costs -2 MP.	Valere	50 G	Zenith Academy
Heliacal Earrings	M. ATK +10. Sunball does full damage to splash targets.	Zale	50 G	Solstice Shrine
Assassin's Pin	DEF -20. ATK +10.	All	82 G	Air Elemental Skyland

Trinket	Description	Equippable By	Selling Price	Locations
Blue Leaf	Max MP + 5.	All	55 G	Clockwork Castle
Evergreen Leaf	Max HP +30.	All	55 G	Clockwork Castle
Solstice Sash	Magic Attack +7.	Zale Valere	55 G	Solstice Shrine (Wraith Island)
Enchanted Scarf	Magic Attack +5.	All	45 G	Flooded Graveyard
Shimmering Shard	Increases damage dealt to undead by 15%.	All	45 G	Cursed Woods
Dextrous Bangle	Increases bonus from timing hits and blocks by 10%.	All	38 G	Equipped to Seraï by default
Arcane Amulet	Magic DEF +10	All	50 G	Port Town of Brisk
Leeching Thorn	Normal attacks heal for 15% of damage done.	All	11 G	Forbidden Cavern
Green Leaf	Max HP +15.	All	7 G	Wind Tunnel Mines, Torment Peak
Power Belt	Attack Power +4.	All	6 G	Moorlands, Port Town of Brisk

Party Trinkets

Party Trinket	Description	Equippable By	Buying Price	Selling Price	Locations
Reaper's Mercy	While HP is above 50%, killing blows leave the target at 1 HP instead.	All	-	75 G	Dweller's Fall Arena
Cornucopia	Party max HP +20.	All	-	-	Docarri Village (Mirna)

Party Trinket	Description	Equippable By	Buying Price	Selling Price	Locations
Nano Injector	An implant for Seraï that removes one star from allies entering KO state.	Seraï	344 G	86 G	Repine
Magic Pocket	After three rounds, use an item without spending the character's turn. Three rounds cooldown.	All	-	82 G	Kiln Mountain
Spirit of Ninja	Combo Points build 10% faster.	All	-	75 G	Songshroom Marsh
Eye of Yomara	Displays weaknesses, resistances, and non-boss enemy HP in combat.	All	888 G	87 G	Port Town of Brisk, Songshroom Marsh (Yomara)
Lucent Crystal	Generates one more boost charge when initiating combat (attack or Graplou).	All	-	120 G	Jungle Path
Solstice Mage Ring	Party members recover 1 MP when they time a block.	Zale Valere	-	125 G	X'tol's Landing
Abacus	Displays non-boss enemies HP in combat.	All	36 G	9 G	Mountain Trail, Stonemasons Outpost, Wind Tunnel Mines, Mirth

Valuables

Valuable	Description	Selling Price	Locations
Shiny Pearl	Valuable meant to be sold.	20 G	Unknown
Teal Amber Ore	Valuable meant to be sold.	35 G	Unknown
Obsidian Ore	Valuable meant to be sold.	45 G	Unknown

Valuable	Description	Selling Price	Locations
Obsidian Ingot	Valuable meant to be sold.	120 G	Unknown
Sapphire Ore	Valuable meant to be sold.	55 G	Unknown
Sapphire Ingot	Valuable meant to be sold.	140 G	Unknown
Adamantite Ore	Valuable meant to be sold.	8 G	Unknown
Alumni Token	A memento of past deeds. Can be sold for 1G.	1 G	Unknown

Relics

Version 1.0.46981 introduced Tactician's Mettle, while the "Dawn of Equinox" game update introduced Tourist's Provision, Volitional Spirit, Signifying Glass, Chef's Knife, and Mark of the Speedrunner. Respective save files that were already in progress during those updates had Tactician's Mettle, Tourist's Provision, Volitional Spirit, and Signifying Glass automatically integrated into their inventories. The 6 relics that are available from the start of the game without any save file progress are Amulet of Storytelling, Tourist's Provision, Volitional Spirit, Signifying Glass, Sequent Flare, and Tactician's Mettle. Prior to the "Dawn of Equinox" game update, the Amulet of Storytelling, Sequent Flare, and Tactician's Mettle were instead obtained from Headmaster Moraine in Mooncradle by default during story progression.

Relics can be turned into "global relics," being unlocked permanently for all new save files. The moment a new save file is created, it reads the data of all existing save files and turns applicable relics into global relics, which persist into all future save files, even if the player erases their existing save files after that point. Global relics do not apply retroactively to existing save files, only new save files. All 22 relics can become global relics with the "Dawn of Equinox" game update, though prior to that update, only 9 relics could become global relics: Guardian Aura, Truestrike Pendant, Tome of Knowledge, Gold Tooth, Sixth Sense, Adamant Shard, Artful Gambit, Double Edge, and Dubious Dare. With the "Dawn of Equinox" game update, all relics, including Mark of the Speedrunner, can be unlocked simultaneously by inputting the Konami Code into the "Press [start]" portion of the title screen and then creating a new save file. If a new save file is not created, then the changes are not saved. A special sound effect plays upon the final button press of the Konami Code if it was inputted properly.
The "Dawn of Equinox" game update introduced difficulty presets of "Story," "Adventure," and "Challenge," which have their own unique default toggle choices of On/Off for each relic in the game. Save files created prior to the "Dawn of Equinox" update have relics that align with the "Adventure" difficulty preset.

Relic	Description	Details	Buying Price	Locations
Amulet of Storytelling	For those who prefer a lighter challenge.	Fully heals the party after combat.	-	Unlocked by default

Relic	Description	Details	Buying Price	Locations
Tourist's Provision	For those who prefer a lighter challenge.	Max HP +100%.	-	Unlocked by default
Volitional Spirit	Fully heals the party when leveling up.	Bringing more spring to each step, the party fully recovers both HP and MP upon levelling up.	-	Unlocked by default
Signifying Glass	For those who prefer a lighter challenge.	Sees through Mystery Locks.	-	Unlocked by default
Guardian Aura	Decreases damage taken.	For those who prefer a lighter challenge. Reduces damage taken by 30%.	15 G	Stonemasons Outpost, Wind Tunnel Mines, Port Town of Brisk, Town of Lucent, Mirth
Sequent Flare	Clearer confirmation for successful timed hits and blocks.	Successfully timing hits and blocks causes a star flare to fly out of the character for a clear-as-day confirmation that the input was properly timed. Recommended for those preferring stronger feedback, or while closing in on the mastery of certain moves.	-	Unlocked by default
Truestrike Pendant	Negates enemy defense bonus while casting.	Removes the 20% damage resistance enemies have while casting (locks).	45 G	Stonemasons Outpost, Port Town of Brisk, Town of Lucent, Mirth
Tome of Knowledge	Increases XP gained.	Tome containing techniques to optimize one's learning ability and general growth. Increases XP gained by 20%.	150 G	Port Town of Brisk
Falcon-eyed Parrot	Helps finding remaining treasure.	Adds a treasure-hunting parrot to the Vespertine. Can be prompted while consulting the Map for hints of things left to find.	-	Docarri Village (Mirna)

Relic	Description	Details	Buying Price	Locations
Salient Sails	Increases sailing speed.	Proudly made using Brisk's secret techniques, and allegedly enchanted with a magic charm. Salient Sails increase sailing speed by 20%.	150 G	Mirth
Gold Tooth	Price reduction in all shops.	The memento of a legendary haggler known to all merchants. Prompts a 10% price reduction in shops.	225 G	Town of Lucent
Sixth Sense	Chance of automatically timing blocks.	In a shared state of higher focus, party members have a 35% chance to block incoming attacks. Safety layer that still allows the player to time blocks on their own.	15 G	Stonemasons Outpost, Port Town of Brisk, Town of Lucent, Mirth
Adamant Shard	Ensures double hits on regular attacks.	Regular attacks time themselves automatically. Guarantees extra hits for lock-breaking, but reduces bonus damage from timing the hit by 50%.	15 G	Stonemasons Outpost, Wind Tunnel Mines, Port Town of Brisk, Town of Lucent, Mirth
Chef's Knife	Makes cooking faster.	Significantly reduces cooking time. For those who like to cook in bulk!	165 G	Port Town of Brisk
Mithreel Rod	Fishing rod upgrade.	A sturdier fishing rod that carries so much power it intimidates the catch, causing its stamina to deplete faster.	-	Mirth (Master Fisherman)
Bearing Reel	Fishing rod upgrade.	Easier to spin and never jams. Increases reeling speed.	-	Mirth (Master Fisherman)
Stereofilament Line	Fishing rod upgrade.	Made of sturdy material to offer more leeway when reeling in a stubborn catch. Can take more damage before breaking.	-	Mirth (Master Fisherman)

Relic	Description	Details	Buying Price	Locations
Tactician's Mettle	Emphasis on strategy and skill during combat.	Enemies have 60% damage resistance while casting (locks). Increases player damage taken by 35%. Items (snacks) cannot be used in combat. Campfires recover HP up to 50%, and don't recover MP.	-	Unlocked by default
Artful Gambit	A mystical and dangerous relic. For the daring only.	HP -95%. Enemies are invincible while casting. Timed blocks reduce damage to 1. Timed hits bonus damage x2.	-	Throne of The Queen That Was
Double Edge	Increases damage in certain situations.	Increases enemy defense bonus while casting (locks). Decreases enemy defense while not casting (no locks).	150 G	Port Town of Brisk
Dubious Dare	Increases damage taken.	For those who prefer grittier combat, demanding more strategy and timing skill. Increases damage taken by 40%.	150 G	Port Town of Brisk
Mark of the Speedrunner	For speedrunners only!	Displays a timer which can be toggled with [Toggle Speedrun Timer button], which pauses during loading times. All Relics will receive a shoe icon upon starting the run. Toggling any Relic on or off past the inital selection will remove the shoe.	-	Konami Code

Combo Scrolls

Combo Scroll	Combo	Characters	Location
Scroll of Mending Light	Mending Light	Zale Valere	Forbidden Cavern
Scroll of Solar Rain	Solar Rain	Zale Garl	Moorlands
Scroll of Bash Drop	Bash Drop	Valere Garl	Coral Cascades
Scroll of X-Strike	X-Strike	Zale Seraï	Haunted Mansion
Scroll of Soonrang	Soonrang	Zale Valere	Solstice Shrine (Evermist Island)
Scroll of Moon Shiv	Moon Shiv	Valere Seraï	Sacred Grove
Scroll of Item Roulette	Item Roulette	Garl Seraï	Glacial Peak
Scroll of Arcane Moons	Arcane Moons	Valere Resh'an	Autumn Hills
Scroll of Venom Bomb	Venom Bomb	Garl Resh'an	Songshroom Marsh
Scroll of Conflagrate	Conflagrate	Zale Resh'an	Air Elemental Skyland

SEA OF STARS
THROES OF THE WATCHMAKER

Welcome to Neoseeker's Sea of Stars: Throes of the Watchmaker DLC walkthrough and guide. With this guide you can expect a full walkthrough from the beginning of the game right to the end, with strategies for bosses, as well as every area thoroughly explored! We'll even find every treasure and Time Runes.

After the absolute banger that Sea of Stars was, Sabotage Studios is back again with the first DLC for the game, and somehow it's completely free. That's right, if you're reading this then you already know that. Why is this free? I don't know. I think this would've been a fantastic $20 DLC and I would've been happy to pay for that.

That's right, that just how good this DLC is, how much content it has, and how it takes the original game and just brings you more of the same with a ton of animated cutscenes as well, probably even more than the main game.

I've written this guide with pretty much everything the DLC has to offer, including how to start the DLC so feel free to use this guide and I'll see you in the comments. Make sure to say hi and let me know if you used our original one.

vinheim

What this guide will offer:

- Complete walkthrough for the game from start to finish
- Strategies for bosses
- All Treasure Locations
- All Time Rune Locations
- Playing along with your ol' pal vinheim
- And much, much more.

How to Start the Throes of the Watchmaker DLC

Starting the DLC is actually quite simple. Please note that you HAVE to have completed the game before being able to start this DLC.

Anyway, head out to the world map from wherever you are and you should automatically get a message in the bottle from Hortence.

You'll be told if you want to fast travel back to the Vespertine. Say yes and the DLC will commence. I'll see you guys in our Beginnings page.

Beginnings

Starting out in the Vespertine! Head down the stairs and on the left side you can find the party. Go ahead and talk to Keenathan to trigger some scenes.

After the lengthy scene we'll be back outside with Artificer who shows us a teleporter that takes us straight to the Watchmaker. Go ahead and save your game then use the teleporter to go to the "Clockwork Castle".

We won't be long here. Head north through the door to find the Watchmaker. Another lengthy scene will play out where we learn a lot about the Watchmaker. We'll also receive the **Mysterious Box** (we'll use in a little bit) and **Dialocus**. This last one allows us to shrink and go into clockwork devices. I'll see you in my next page, Clockwork Plains.

Clockwork Plains

Once you're ready, go ahead and approach the northern pendulum clock (which has pink glows) and use the Dialocus to enter the clock and start the new areas of the DLC.

Once we're inside, head north and enter the clock device thing on the left, the one with the pink glow.

Inside this clock thing, we need to solve the puzzle. Start by flipping the lever in front of you and it'll shoot up a pillar. Quickly climb the ladder on the left and use your grapple to get across to the right. Jump across and stand on the purple button. This will remove the first latch in the center and will also move the wall to the left.

Return up the ladder and now press the button on the left to remove the second latch. Now go ahead and step on the purple button in the center to create a path back outside.

Exit the clock and head north across the newly created path and use the lever at the very end to reach the world map. Out here simply go north and enter the **Town of Horloge**.

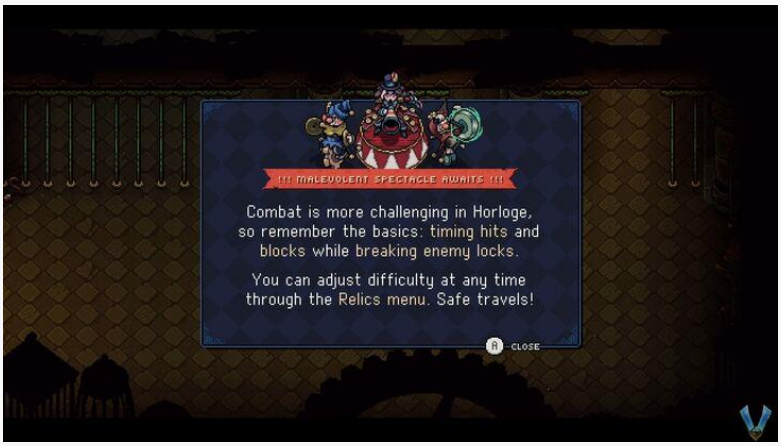
As soon as we enter we'll have a lengthy scene where we are introduce to 2 of our new antagonists, **Pouf** and **Pif**. After some back and forth we'll be in a fight against them. We CANNOT win this fight so try attacking and maybe healing until the scenes will continue and we ned up in the next area, Oubliettes.

Oubliettes

Enemy	Treasure List
Pig Macer	Lightbulb Key
Billet Bull	Spectacular Scarf
	Milkshake
	Ice Cream x2
	Brasscoat Plating
	Barbapapa
	Popcorn x2
	Tumbler's Garb

Welcome to our first dungeon of the DLC. After all the initial scenes, Artificer opens up the Mysterious Box we got from the Watchmaker and blast open the gate. Artificer will also join the party. He inflicts **Laser** damage.

We are also told here that the battles in the DLC is much more difficult than the normal game so feel free to lower it via the Relics Menu.

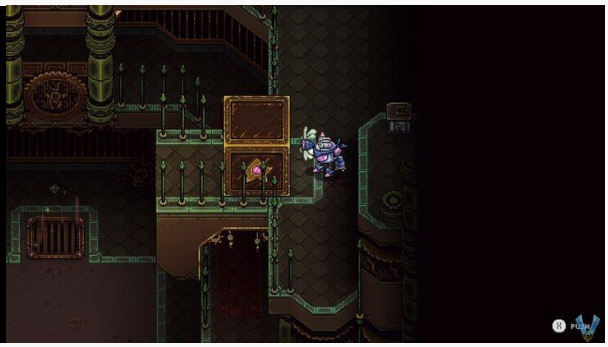

!!! MALEVOLENT SPECTACLE AWAITS !!!
Combat is more challenging in Horloge, so remember the basics: timing hits and blocks while breaking enemy locks.
You can adjust difficulty at any time through the Relics menu. Safe travels!
A CLOSE

Once you regain control, head north up the middle gate and save your game. Head left now and jump down into the hole. Down in the hole, climb the ladder and jump down again to break the floor and fall down into the water, coming out the other side.

In this room we'll be attacked by our first enemy, Pig Macer. Not a difficult enemy. Afterwards, we need to complete the puzzle in this room. Here's the gist of the puzzle here: there are 3 vents on the floor and we need to use them to shoot ourselves upwards. There's a block on the left and right sides we need to bring down here in order to cover both bottom vents to increase the potency of the top one.

ANYWAY, start by standing on the bottom left vent and get shot up to the third level. Up here go north and enter the door to find another new enemy, **Billet Bull**. In my opinion a much easier enemy.

After the fight, press the northern button and this will reveal a lever back in the original room. Back outside, go right and check the clown thing here to get some **Sugar**. Go down to find our first block. Use your wind device to shoot it down.



Follow the block down, push it down and flip the lever to raise the floor to the north. Now go ahead and move the block north and to the right onto the vent. Climb the block then use it to climb to the ledge on the right. Go around and push down the next block.

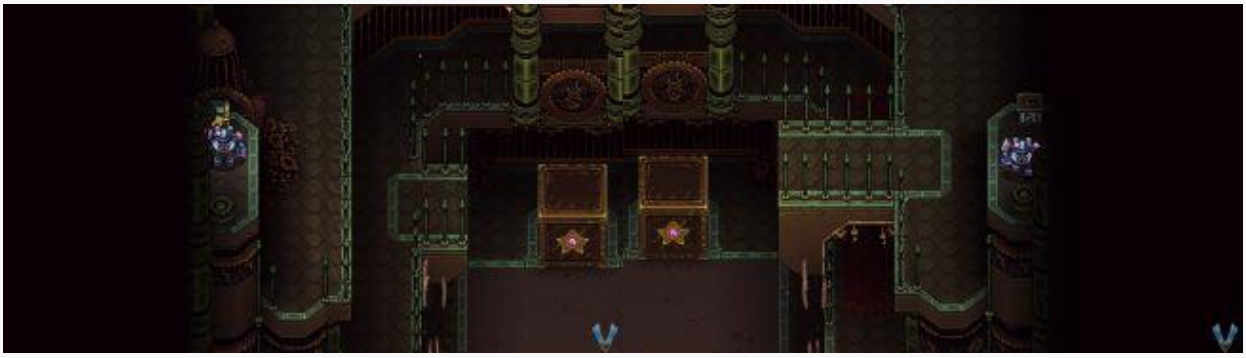
With both blocks down here we can finally proceed. Flip the lever once again to lower the floor, then push the second block down, raise the floor and push the block onto the left vent. You'll see the top vent will get an increase in speed. Go ahead and use it to go up and reach a chest with **Lightbulb Key**.

With this we can now leave by using the key at the purple lightbulb to open the floor. BEFORE we continue, there are 2 treasures for us to get on the top areas. To get them is simple.

Remember how we used the blocks to block the bottom 2 vents? Well, now we want to move one of the blocks to the north and block the top vent. To do this, start by lowering the floor and move right block left, up, right, down so it's in the bottom right corner.

Go ahead and raise the floor now and move this bottom right block up once so it's in front of the bottom right vent. Go ahead and lower the floor and move the left block right and up so it sits on the top vent.

And with this we can simply move the bottom right block left or right on top of the vent and use the other one to reach the treasures at the top. The left one has **Spectacular Scarf** and the right one has **Milkshake**.

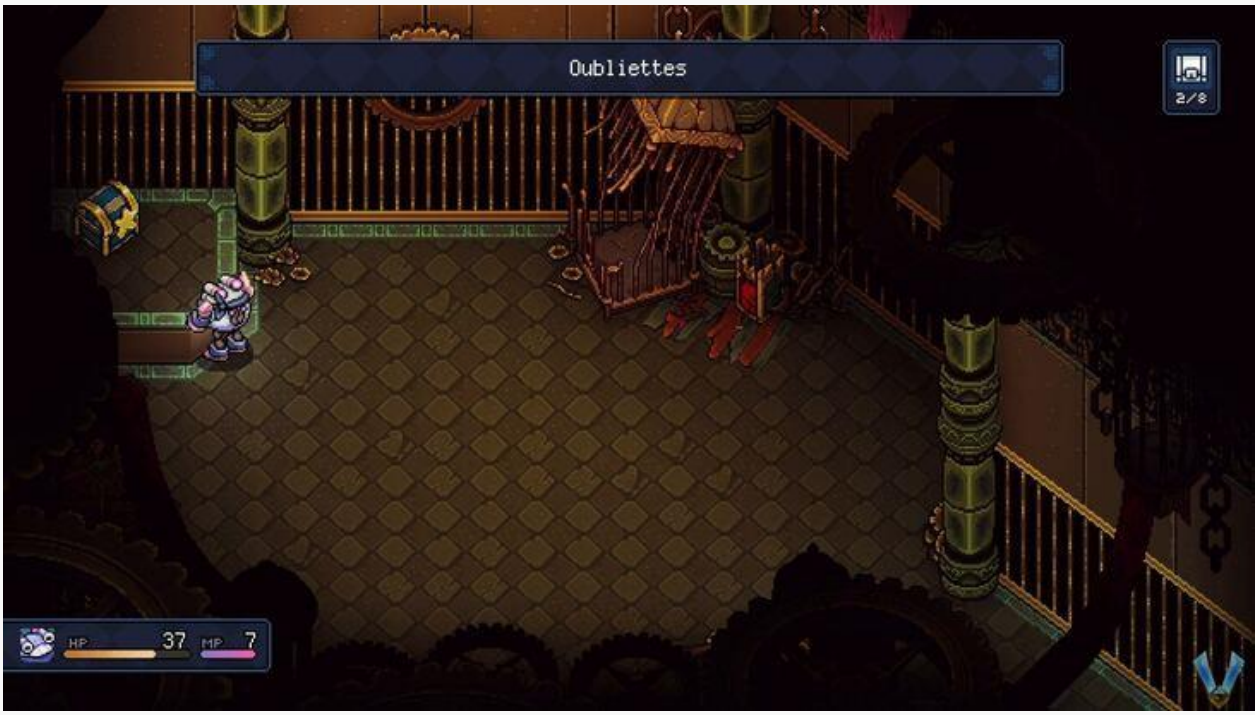


Go down the hole we opened, swim through and we'll reach another puzzle room. This one is simple. There are 3 buttons on the floor with a line each and a lever. We need to step on the buttons in a certain order, then flip the lever.

Start by stepping on them in the order: **2, 1, 3** and flip the lever. You'll see how this creates some paths above the water. There are 4 rooms we need to visit so we'll be stepping on these buttons a couple more times.

For now though, head north and grab the treasure on the right for **Ice Cream x2**.

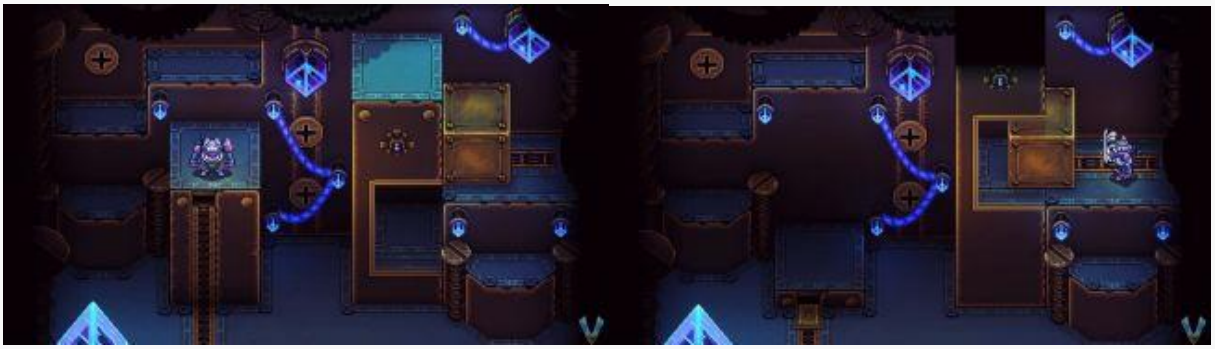
Enter the bottom left room now. Kill the enemy in here and open the chest for **Brasscoat Plating**.



Equip it to Artificer and head back outside to the buttons. Flip the lever once again to remove the bridges up ahead. Now step on the buttons **1, 2, 3**. Use this to enter the bottom right door now.

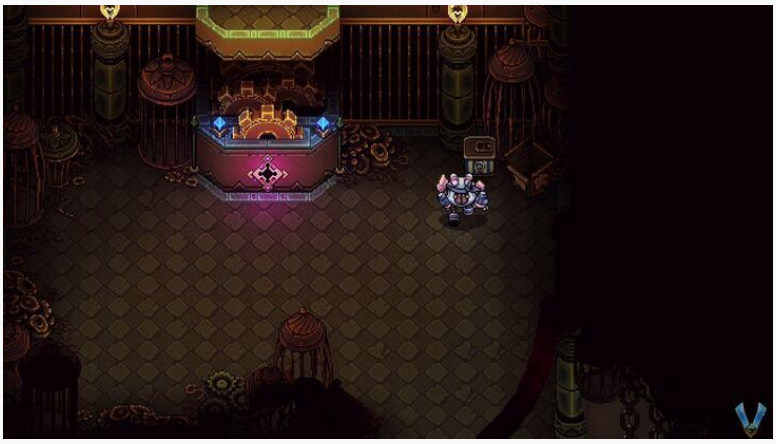
In this next room, go ahead and open up the little creamer container for some **Butter**, then interact with the clock device here to enter it and have another puzzle.

In here, start by climbing the ledge on the right and push the copper block left towards the wall. Jump down and climb the left ledge now. At the top, jump down on top of the little pillar. This will go down all the way to the floor and raise the other pillar. Quickly go back up there and push the copper block into the hole.



This will activate the first button outside. One more to go. Head back to the buttons and now press the in the order **3, 2, 1**. Flip the lever and now enter the upper left room.

In this room, kill the enemy and open the treasure for **Barbapapa**.



Go ahead and interact with the clock device thing for another puzzle.

This one is similar to the previous one. Climb the right ledge first and at the top move the bronze block left and drop it down. Don't follow it. Instead drop down to the right once, then south once to lower the pillar and raise the left one. Now climb the ledge ledge and push the bronze block right into the hole.

This is the last button so return back to the buttons outside and hit them **2, 3, 1** and go all the way north, step on the button and proceed to the next room where we find Zale and Valere. Nice! They will, of course, join the party, but their attacks and attack types are completely overhauled. Zale becomes a **Juggler** while Valere becomes an **Acrobat**.

Juggler Zale's attacks deal (fire) damage, and can be boosted to also do (bonk) damage!
Acrobat Valere's attacks deal (bonk) damage, and can be boosted to also do (magic) damage!

After the scene we'll have to fight 3 enemies at the same time. Not too difficult now that we have Valere and Zale. After this fight you'll definitely level up, and the level up screen is actually incredible. I'm loving this DLC so much!

Return to the previous room and the floor in the bottom left corner will open up. Head down there, cross this underwater tunnel and once you get out grab the large **Corn** and open the treasure for **Popcorn x2**.

Move the block now and use the vent to go upwards and immediately open the treasure for **Tumbler's Garb**. This is the final one.

Head southeast now, kill the enemies, grab the **Corn** from the right near the bars and head upstairs for another fight. Go ahead and save your game afterwards and move to the right side to find some **Butter**. Exit the room now to trigger a scene and leave this place completely. We'll eventually regain control outside, which is the next page, Town of Horloge.

Town of Horloge

Treasure List
Borosilicate Lens
Caramel Corn
Barbapapa
Certificate of Balloonery
Ice Cream
Milkshake
Jawbreaker
Sour Licorice

From where we regain control, grab the **Corn** from the left side and head south. Grapple across the chasm, climb the ladder and grapple across once again. We'll reach the initial part of the town where we previously were.

Head north taking either path, grab the 2 **Corns** up here and continue north up the stairs until you reach a fork. Ignore the left for now and instead go right. Go down the ladder and enter the tent down here. Inside open the treasure to find **Borosilicate Lens**.

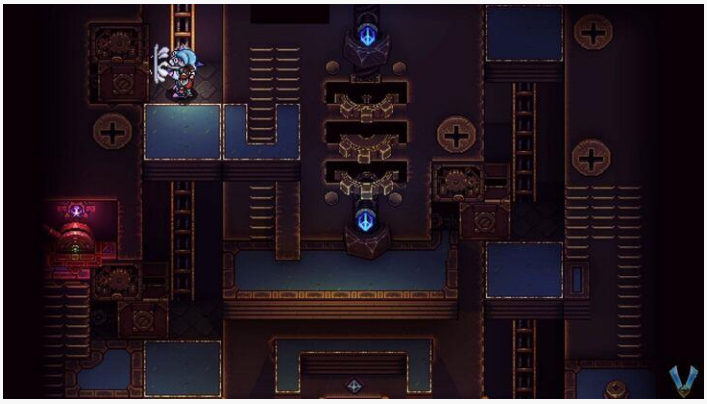
Not much else we can't do in here so head back outside. To the right of the tent you'll see a block you can push in between the 2 staircases. Go up the right one then go south to find a treasure with **Caramel Corn**.

Head north now and stick to the left side for a spot where you can jump down.

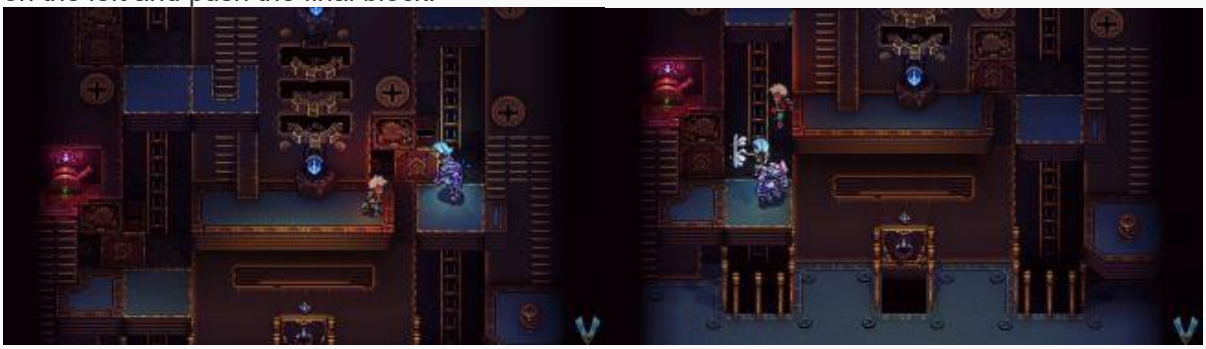
Jump down, cross the tightrope, push the block, follow it down and jump up to the ledge on the left. Inside this hidden cave, follow the path and open up the treasure for **Barbapapa**.

Go into the next room and interact with the clock thing to enter a new puzzle.

This one took me a while but it's fairly simple. Go up the ladder on the left and jump across to the right side. Climb another ladder, go left and up a third ladder. Up here, push the block on the left side and this will make the bottom platform disappear.



Use the ladders to go back down and push the next block on the right, then go to where the lever is on the left and push the final block.



Once you've pushed all 3 blocks, jump to the bottom and use your grapple to put the middle block where the light turned on to complete this puzzle. it pushes all the balloons outside of the cave. Nice!

Exit the clock thing and exit the cave. Back outside climb the ladder and go left up the ladder to the fork from before. Go left now down the ladder and the tent here has some Wheels. What we really want though is to go left and use the balloons to cross the chasm.

On the other side, grab the **Sugar** and go down the hole into another cave where you can find a treasure with **Certificate of Balloonery**.

In the same room where we are, check the northern corner to find **Jawbreaker**.

Head back outside and across the balloons, then go north to find some **Milk**. Return back to where we originally dropped down to get into the cave where we released the balloons and go north. Enter the tent on the right and in here talk to the man.

He'll tell us that the block behind him is a battle challenge but we need to prove ourself. Give him the Certificate of Balloonery we previously found and you can try it. DO NOT try it. The monsters inside are extremely strong and you'll die right away. We'll be coming back later.

Before we exit the room, make sure to also check the upper left side to find a **Sour Licorice**.

Back outside, north are some tents that sell food. We don't have money though (tokens) so feel free to ignore them for now. Go left from them and at the fork follow the bottom left path and enter the large tent to the north, which is the bar. You can talk to your buddies playing music in the left room, and in the right room you can play some Wheels.

Back outside, go south to find a large clock on the floor. You can hit the purple button to make the hand spin. Nothing happened when I did it a couple of times so I guess we'll have to come back later.

There's nothing we can do inside the left tent so enter the one on the right and talk to the NPC. In here it's the "Test of Strength". For this one you simply want to hop through the hoops. You want to hop through them so you grab all 3 of them, but make sure to grab the ones that give you the most.

- Red: 5 points
- Green: 15 points
- Blue: 30 points
- Gold: 50 points

Your rewards for clearing this are:

- Bronze: 1 Clown Nose
- Silver: 3 Clown Nose
- Gold: Mooncoin Belt (Valere exclusive)

From the bar take the upper left path, go up the left stairs and grab the **Sugar** from the clown container. From here go left across the little bridge and open the treasure to the north to find **Ice Cream**.

Press the button to the south to open the way back to Oubliettes, the dungeon where we just were.

Return right across the bridge, go down the stairs and up the next ones. This is the top area. Going north is to leave the town so go right down and up the stairs. Grab the **Milk** from the bottle, ignore the tent to the right (we can't do anything) and instead go further right to find the final treasure of the town, which is **Milkshake**.

Return west and now we can go north and enter the next area. This is the lobby for the train, but as you may remember there's no train yet. For now head north to exit this spot and back out to the world map.

Out here go north and enter the pond on the right, Bounty Basin. See you there.

Bounty Basin

Hey there! It's time to check out our first fishing hole!

This place is called **"Bounty Basin"**, and has **two new fish** for us.

As soon as we enter though, make sure to grab the treasure for **Ice Cream**.

This fish you can catch here are as follows:

- **Small Goodie Bag**
- **Medium Goodie Bag**

To the north you can find some **Butter** and **Milk** you can grab.

That's it for this area! Continue on with the game! Simply continue north back out in the world map to reach the next area, Rail Forest.

Rail Forest

Enemy	Treasure List
GBB	Cogwheel Plating
Coilemur	Caramel Corn x2
Cog Flower	Green Plume
	Riser's Wraps
	Performer's Finery
	Third Wind
	Ice Cream x2
	Jawbreaker
	Combo Skill: Heap Frog
	Spinner's Bracelet
	Barbapapa x2

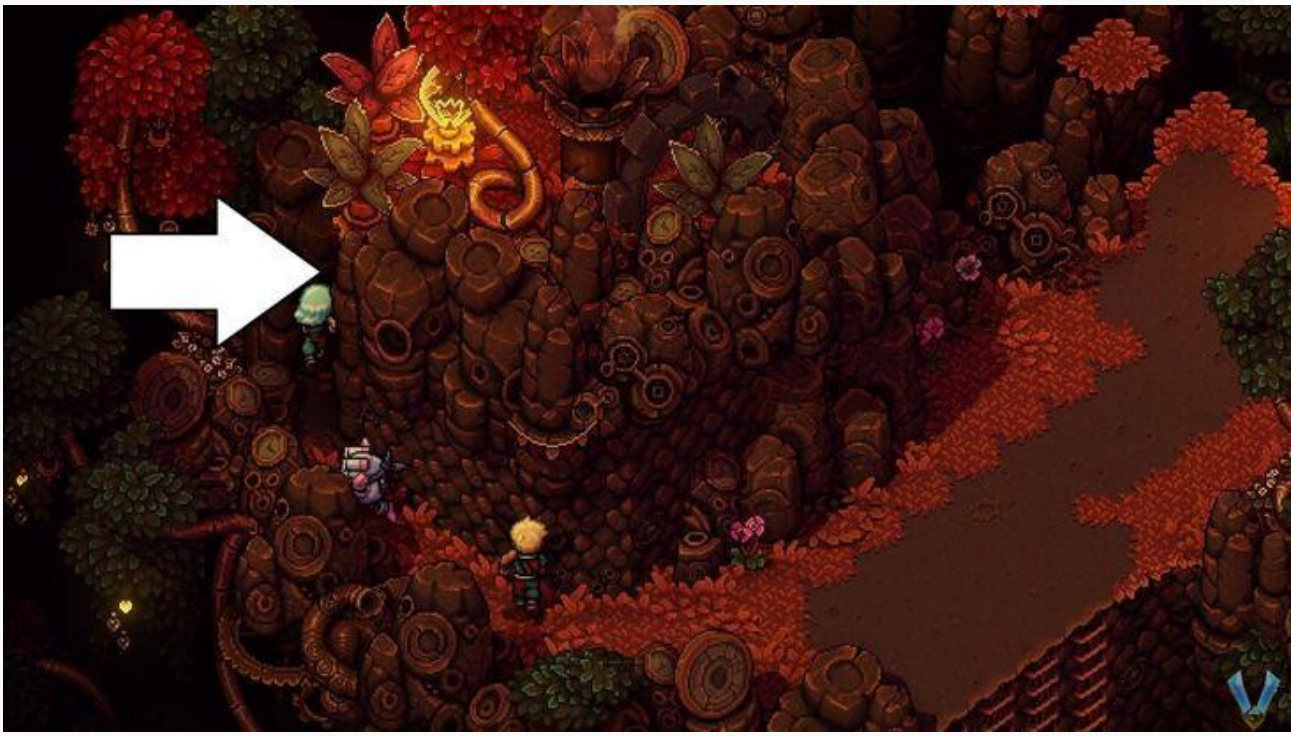
This is a long area so be ready. Start by heading north to find a campfire. Use it if you need, grab the **Milk** and save your game. Now press the purple to open the way on the left.

Go left, jump up onto the train rail and head north. Follow it until you can't no more. Jump off them, grab the **Sugar** and go south down the ledge. Follow this path as it goes right and up a ladder. At the very top you'll be able to jump down on a piece of the train rail. In doing so it'll fall down into place and allow us to continue.

Continue going northwest until you have to get off once again. Go right, grab the **Butter** and right next to it is a treasure with **Cogwheel Plating**.

Go ahead and fight the enemies to the south then grab the 2 **Corn** from further south. We need to go north and up the wall, but make sure to grab the treasure **Caramel Corn x2** before you do so.

Climb the wall now, grapple across the gap and continue upwards. Once you climb the ladder wall you'll notice a chest in the bottom left. To get it, follow the thin path going left and you'll enter a hidden room around the mountain.



Once inside this little cave, go south to reach that chest from before for **Green Plume**.

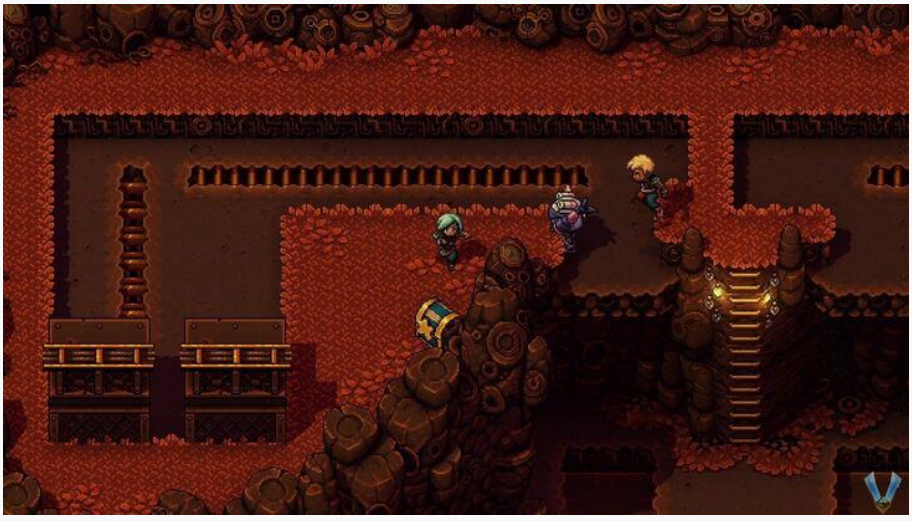
Head back inside and before you check that device in the center check the northern side up the stairs to find some **Corn** and **Milk**. Now go ahead and check that central device and in we go. This puzzle is pretty simple: create a shape in the center using the console to rotate the dials. Below is how it should look, but just as an FYI, I recommend you start with the middle dial then move outwards.

Once you've done this, head upstairs and grab your reward, **Time Rune III**.

Return back outside (outside the hidden cave) and go right now. We need to go north but make sure to go all the way right first to get some **Milk**. Head north across the hoping stones and into a fight against these monkey enemies. After the fight, go ahead and open the chest to the right for **Riser's Wraps**.

Equip these to Valere and jump down the ledge to the south to land on some more train rails. Down here you can go south if you want. Leads back to a previous area but there's no need for it. Instead head north and get off the left side. Climb the wall, shimmy across the wall, jump down and climb the ladder.

As we get up to this area above, go left and open the chest for **Performer's Finery**.



Now we need to move the blocks in the bottom left so that we can fit one through the hole on the right. To do this push both blocks north, then to the right. Now go ahead and push the left block down and left. Push the right block left and down to get it out of the way.
With that push the left block to the right and down off the cliff. Jump down and push it south to fit it in the whole.

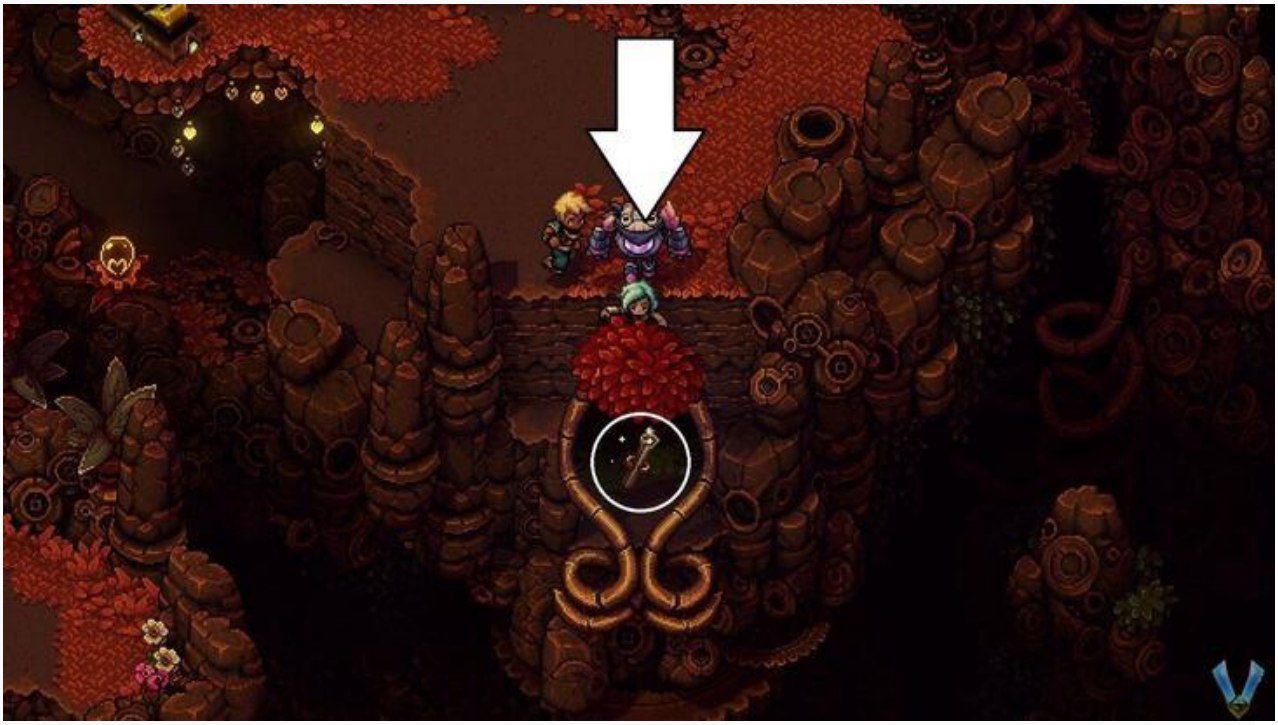
Let's go do the right side now. There's also 2 blocks. This one is easier. Push both blocks north, then left (one at a time). Once you've done this, push it down, go down yourself and push the block south to fit it into place and create a full path.

Get up on the train rail and continue west. However, you'll notice that we go under the area where we pushed the blocks. You can see your characters through the cracks. From here we need to go north. HOWEVER, follow the cracks on the floor going right and you'll be able to find a hidden **Third Wind**.

Return to the fork and head north now. Grapple across the pit to the right, go around the side of the cliff and head up to the area with the enemies. After the fight go left first, grab the **Sugar** and check the northern part to find **Jawbreaker**.

Return, climb up the ledge to the north and open the treasure for **Ice Cream x2**.

Follow the path going west, jump down to the train rail and follow it north to reach where we need to complete the rail once again. Get off the rail, go down the ladder then go right and up the ledges. In the area above you'll notice a switch to the left. Before you do anything grab the **Corn** to the right and jump off the ledge to the south to grab **Combo Skill: Heap Frog**.



Head back up and go north to find another switch on the ground. Press it and you'll see something happening down in the hole. Hmm. Cross the rail and kill the enemies on the other side. Afterwards

flip the lever on the right side to lower the rail, then press the purple button on the left side. This raises a grapple point.

Use it to cross and go to the switch on the floor. Step on the left one first to get rid of the track rail, then press the right one to bring the other rail out.

Return to where the button and lever are and flip the lever to bring back up the rail. Use the grapple to get back to it and follow this new path northeast. Once you reach the end of it, grab the **Butter** from the cup on the right then go left up the ledges and into the fight.

After this fight, go ahead and open the chest to get **Spinner's Bracelet**.

Head inside the clock device now and it's time for another puzzle. Inside the puzzle, climb the ladder to reach the puzzle proper. In this room, note that above of us there are 3 blocks we need to push to the left. However, look at the 3 rails and you'll see 2 blocks, one with a green light and another one with an orange light. These can be moved up and down using the 2 switches on the ground (each with their own color). The horizontal switch moves the lights from the blocks to the platforms on the right.

- Move the orange block down to the middle rail and go up and push the top block to the left.
- Drop down, move orange block up.
- Press horizontal switch, hide the orange platform and bring out the green one, then go up and push the middle block to the left.
- Move green block up to the middle, press the horizontal and hide the green platform, then go up and push the bottom block to the left.

Doing this will complete the train rail outside. Leave the puzzle room and follow the rail north and at the end of it, get off the rail and continue up to a campfire. Make use of it if you want, save your game and open up the treasure for **Barbapapa x2**.

Head north and jump down to trigger a scene and right after we'll have a boss fight!

BOSS FIGHT: CRAZY TRAIN

Well, let me start by telling you that this boss fight caught me by surprise. Final Fantasy VI is one of my favorite RPGs of all time, and seeing that we're fighting what's one of the most known boss fights out there is fantastic. Yes, we're running away from a crazy train while we fight it. Too bad we don't have a Sabin to perform a suplex on it haha.

Anyway, this boss isn't really that difficult. He's weak to **purple** and **blue** normally. When it grabs one of your characters (The Passenger attack), its weaknesses are laser (purple). Speaking of which, you want to attack the spot where your character is to get them out, otherwise they'll die.

That's about the only gimmick you want to worry about. Other than that, it's just normal attacks.

Crazy Train's Moves:

- **The Passenger**: Grabs one of your characters and places them inside the area in the back.
- **Swipe**: If you don't release your characters from the move above, it hits the remaining characters for around 12 dmg.
- **Curtain Call**: If you don't release your character from the move above, it spits out your character dead.
- **Charge**: Charges at one character for around 10 dmg.
- **Coalslay**: Shoots out several coals from its chimney and hits your characters several times randomly.

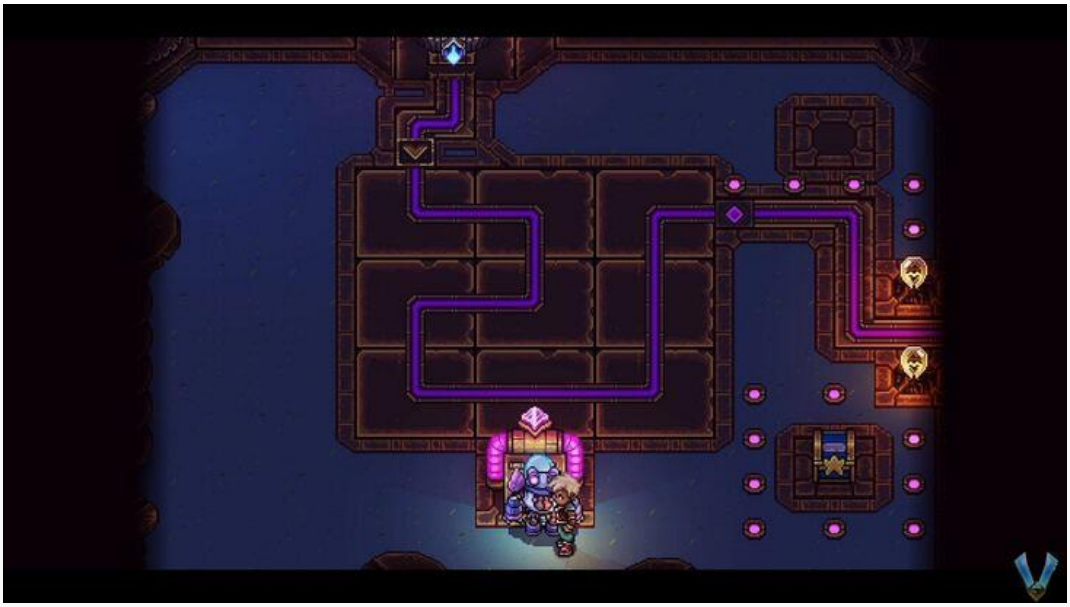
After the fight the scenes will continue and we'll get **Music Sheet #10**. Now go ahead and interact with the purple thingy on the left side and it'll take you all the way back to the entrance. Exit back to the world map.

Back on the world map, head back to the Town of Horloge to have another scene play out. Once it's over, head north trying to exit town and in the train lobby you'll see the bars will lower in the upper right. Go ahead and go through and talk to Fardush and we'll be off to the Ivory Towers.

Of course, before we enter the towers, make sure to check the puzzle on the world map.

This puzzle is very simple: connect the upper left to the upper right. There are 2 treasures to get here: the first one is by simply connecting the 2 points while the second treasure you get by using every single tile (9 of them total).
Below is an image with all of them used so you can get both treasures:

- Time Rune IV
- Sour Licorice



Head back outside and head north and into our next area, Ivory Towers

Ivory Towers

Enemy	Treasure List
Coggo	Metamaterial Lens
Queshu	Recipe: Barbapapa
Pig Macer	Ice Cream x2
Billet Bull	Jugglecore skill
	Runebound Plating
	Glass Cannon
	Daredevil's Raiment
	Tossmaster's Bracelet
	Barbapapa x2

Welcome to another lengthy area. After the lengthy scene, move forward and grab the **Sugar** from the left side. After that climb the tower on the right, grapple to the left afterwards, climb once again and go right, grappling once more. Drop down over here and kill the 2 enemies that attack you.

Right after the fight, grab the upper right **Corn** then go south down the stairs and step on the button to create a way back to the entrance. Check the left side of the building and climb the vines over here. Grab **Metamaterial Lens** from the chest as you go.

At the top, go right and climb down the vines to get **Milk** and a chest with **Recipe: Barbapapa**.

Return back up the vine and jump down the middle of the platform to open the gate, then go through, drop down to open the gate below. Now go inside the building up ahead.

Out here we can find a campfire. There's some **Milk** on the left and a save point. Go ahead and use it if you so wish, then up north we'll start with another puzzle.

Start by going north and the floor will break down. Hmm. We'll be coming back to this in a bit. Head north and as you go up the stairs the large door up ahead will close down on you. This is our goal!

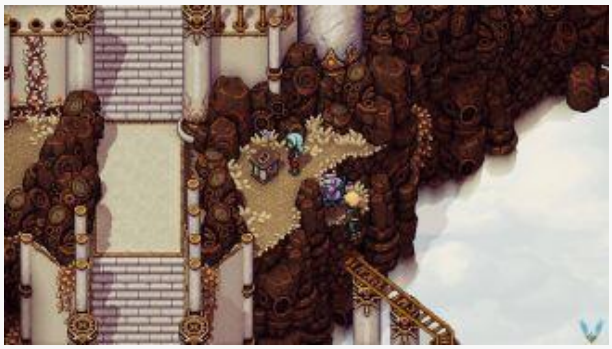
Follow the path on the left that opened up and enter the cave over here. In this room, Use the upper right platform to jump to the right side of the area, then follow the red carpet to the northeast into the next room.

In this room, as you go across the passage the path will break once again. Once you've done so, check the pile of scrap here for a scene and right after we'll get the ability **Mule Drone**. This pretty much allows us to grab something and place it in a spot that allows us to place it.

For example, note that the cube icon on the floor is now light up. Use your Mule Drone to pick up the floor here. You can then place this floor on the icon to the south to fill up the piece of floor that was destroyed.

Return back to the main room and now move the train rail so you can cross the gap. Once you've done so, pick up the train rail once again, go north up the wall and place it up here. Cross the gap, pick up the train rail once more and follow the path up and left to reach another spot where we can place the rail.

With the rail placed, jump down and ride the cart into the next room... well, it just takes us back to the start of the area. Nice. Before we do anything, there's a treasure to get. Jump on the train rail (yes, next to the little one we rode) and follow the rail until you reach the treasure with **Barbapapa x2**.



Return and with our new ability, pick up the floor to the south and place it to the left, then follow this left path. Kill the enemies over here, go south afterwards and before you enter the building open the treasure for **Ice Cream x2**.

Once inside the building we'll have a scene and right after we need to complete the huge picture on the wall using the 8 pieces we have down here. And as you may realize, we need to use our Mule Drone to take these pieces to their right part. OF course you need to use the vents

Once you've cleared the painting, head through the door you opened and at the top you'll have to fight some enemies. After the fight, pick up the floor that lights up and before you do anything, jump down into the hole you just created and go northeast to reach the item over here for **Combo Skill: Jugglecore**.

Head back up now and place the floor on the left side so you can reach a button that reveals a grapple point. Pick up the floor again then place it on the right side now. Flip the lever when you reach it to lower a floor and raise another one.

Grapple back to the center, pick up the floor and place it to the southeast now. We can now leave this room and the building as a whole. Once back outside go up the vines and enter the room at the top to find a clock thing. Head inside and interact with the dagger looking thing in the back. This is the first "key" out of 4 to open the main gate. It also activates the path to the next building.

Leave the clock thing, exit the building and outside kick the ladder, head down, and go north to reach the next building, which also has some enemies. After the fight, grab the **Butter** from the north and the **Corn** from the left, then enter the building.

As soon as we enter we'll have a scene. Once it's over, note the 3 blocks in the center and how they all have a shape. Flip the lever and these blocks will go down into the floor and come back up. Yeah, each one of them represents a piece of the statue:

Of course, we have to place them in order. Start by climbing the vines on the right side of the room, flip the lever up here and push the block down and left. Jump down, climb the vines on the left side now and move the block down and right to drop it onto the center.

Jump down, head north and hit the button up here to raise the platform to the top. Push this last block left and south. With all this done, jump down and flip the lever at the bottom to bring out the full statue.

After doing this, go up the left vines and enter the next room to the north. In the next room, talk to the NPC if you wish then go up and kill the enemies. Afterwards, head to the top and you'll see a mirror reflecting the device on the ground. What you need to do here is to match the device on the ground with what you see in the mirror. The device has 5 buttons (4 directions + the center) so you want to press the ones you see. For this one, simply press the button in the center. Once you do, the device will disappear and you can pick up the pink item on the floor. It removes the mirror and brings out a red wall.

Go ahead and do this for all the other 3 mirrors and the door at the top will open. Head up there and go through the door and you'll reach the top where the clock thing is. Before you enter it open the chest to find **Runebound Plating**.

Head inside the clock thing and interact with the dagger looking thing in the back. That's 2 out of 4.
Exit the building, kick down the rope ladder and **STOP**. Look at the northern wall to find a spot where you can jump down. Jump down to find a hidden **Fruity Roll**.

Jump down and take the light path going right to the third building.
Complete the fight as you land, grab the **Butter** to the north and before you enter the building, go to the right side of the building, climb the vines and open the chest to get **Glass Cannon**.

Inside you can find a save point and a shop to the right. I still didn't have much money (just 51) but I recommend you sell some stuff so you can buy **Recipe: Caramel Corn**.

On the northern side there are 4 paintings of Zale and we need to hit them in the correct order to open the door to the right. I did it by trial and error but here's how you do it: south of the fountain there are 10 icons. You want to count them and the icon matches the painting. For example, the brush icon you see matches the painting of Zale painting.

Before we leave the room, grab the **Sugar** to the south.

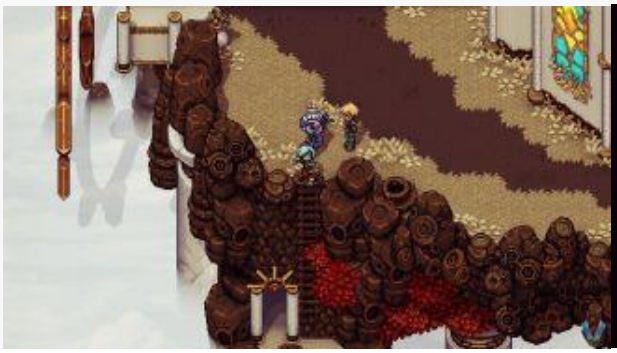
Proceed to the next room where we have several doors and a chest to the right with **Daredevil's Raiment**.

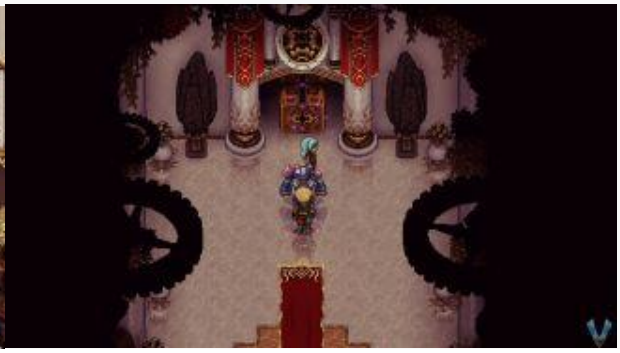
Afterwards, we need to get through this puzzle room. The gist of it here is that we need to enter the doors to move the yellow light that's being reflected on the floor so it's under the main door. Below I'll leave the answers, having the doors numbered from left to right for each floor. After you complete the puzzle, use the main door to go up to the next level.

- 1, 2
- 1, 4
- 3, 5, 4, 1

Once you've completed all 3 puzzles (the last one took me a good 40 minutes haha) proceed through the next room to reach the clock thingy. Head inside and in here you'll need to kill some enemies. A bit different from the previous 2 so kill them and interact with the dagger looking thing in the back. Just one more to go.

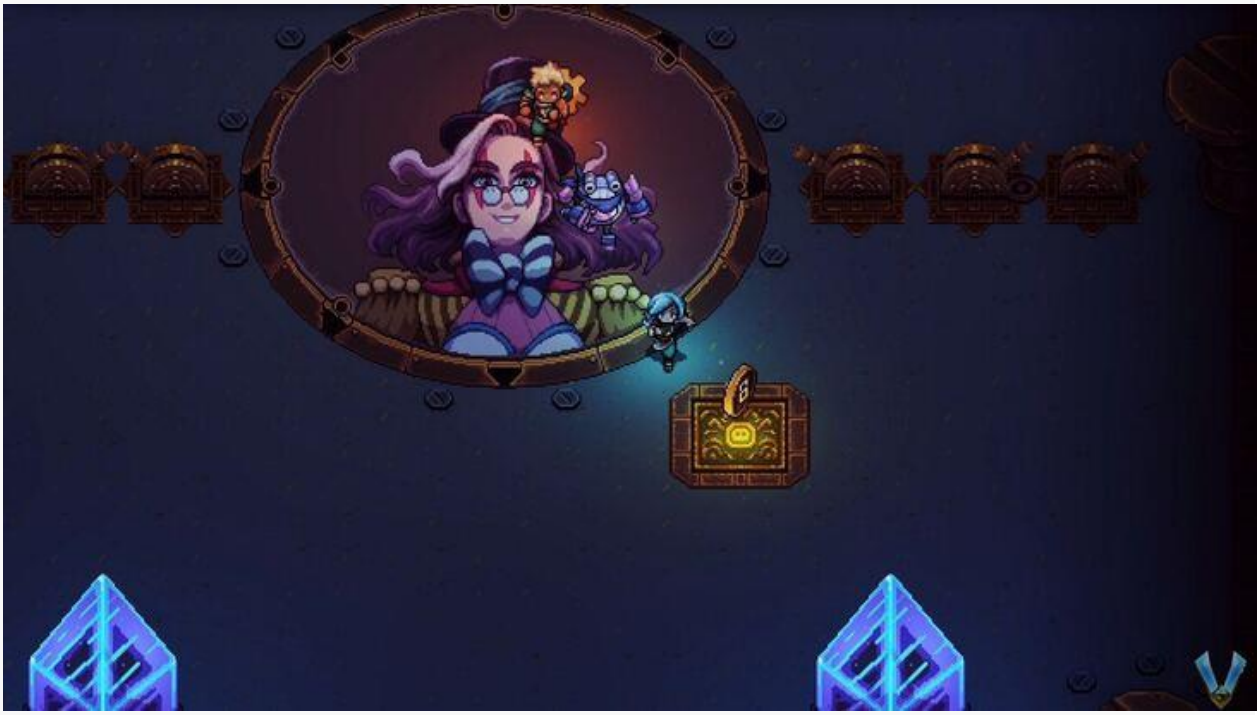
Exit the room, go down the ladder and take the light bridge south. Kill the enemies down here and once you're done, go south, grab the **Corn** and lower the ladder to the left of it. This leads down to a clock puzzle thingy.





In this puzzle we need to flip the levers in order to illuminate the entire green figure without having any of the black shadows on the floor. Look at the levers in the image below and flip them accordingly.

This will net us **Time Rune V**.



Head back outside and go inside the next building to the right. In this room start by grabbing the **Butter** on the right side and then we need to push the statues on the 3 squares on the northern side, but there's a certain way we need to do this. Push them like this:

- Push 1 right and then down.
- Push 3 right and up.
- Push 2 up.
- Push 1 up.

Flip the northern lever to complete this puzzle and open the door. Proceed to the next room to reach another puzzle room. Start by crossing the pit, grab the grapple point and place it on the right side so you can cross and open the chest for **Tossmaster's Bracelet**.

Grab the floor and return across the gap. Place the floor and this leads to the exit door. Of course we still need to open it up. Grab the grapple point and place it on the right. Yeah, this is back to the start of the room. Grab the floor, go across the southeastern gap, place the floor and go hit the first button.
Grab the floor again, head back to the central platform, place the floor, grab the grapple point and place it on the left side. Once you've done this, grab the floor once again, cross the gap, kill the enemies and place the floor in the top right. Cross it, jump down and go up the vines to reach the second button. This will open the door.

Of course, jump down, go grab your floor, come back to the central platform, place it and go through the door to reach the top of the building. As per usual, go inside the clock thingy and interact with the dagger looking device to fully open the main gate. Finally!

Exit the room, knock down the rope ladder and **STOP**. Before we head down, note the gap in the poles. Jump down to reach a treasure with **Popcorn x3**.

Jump down now and take the light bridge left to be back at the start. Grab the floor on the left side, place it north and follow this northern path and through the gate we just opened.

In this next room, go north up the stairs and grab a bunch of **Sugar** from the left side then ride the little train thing in the center to reach the top. Use the campfire, save your game and prepare yourself.

When ready, use the next little "train" to go up where we find Narcis King and The Puppeteer. After a scene here we'll end up in a boss fight!

BOSS FIGHT: NARCIS KING

Well, this is a very unique boss fight. Before we start, notice that there are 5 slots on the floor behind him and a crank on the right. The slots in the back raise mirrors. These alone don't do anything but when the boss stands in front of them he starts charging his ultimate attack. It takes like 3 turns for it to fully charge and even if you move the mirror, the "counter" will remain in the mirror so pretty much the ultimate attack will eventually comes.

Now onto the crank. This moves the spotlight that's shining above the slots where the mirrors are. The boss will stand in front of the mirror with the spotlight so you want to make sure to hit that crank so the spotlight is away from the mirror with the boss. That being said, there's an enemy that will come in just to spin the crank to get the light on the boss so keep that in mind. Do keep in mind that when you attack twice you'll actually hit the crank twice so remember that to make better adjustments.

The attacks he has is also not really much to talk about. He can hit one character for his normal attack, or attack all party members when he charges his attack. Other than that, he has his ultimate attack that completely charges when in front of the mirror.

The gist of the fight is to keep the spotlights away from the mirrors as much as possible to keep his ultimate attacks from coming. If you don't think you'll make it, focus on healing first before doing damage because he can sometimes do his ultimate attack followed by a charged attack and THAT'S a lot of damage!

- **Normal Attack**: hits for around 25 dmg.
- **Reverse Sunballs**: hits all party members for around 20 dmg.
- **Simmetry of Sin**: his Ultimate Attack. Hits all party members several times for one big dmg. hit of around 35 dmg.

After the fight we'll have a little scene and we'll be completely done with this place. Let's go! I'll see you guys in the next page where we'll continue our journey.

Moving Forward

Go ahead and leave the Ivory Towers and head back to the station. Now, make your way back **Horloge**.

As you enter town a scene will play out where we meet Valere's counterpart, the **Feral Queen**. At the end of the scene we'll get the **Were-Ticket**, which is the item we need to enter the next area.

Before we leave, now that you've leveled up a bit in the Ivory Towers you should be able to check 2 other "mini games". When we were first here we played through a mini game using Valere. The other 2 involve Zale and Artificer.

Zale's mini game is located directly in front of Valere's. In this one you need to move around using Zale while he's on top of a ball. You need to collect stars to fill the gauge. There are also red stars that help you collect them from a distance.

- Bronze: 1 Clown Nose
- Silver: 3 Clown Nose
- Gold: Heliacal Brooch (Zale exclusive)

Now, for Artificer's, it's the tent south from Valere's. In this one you need to shoot the targets. The further back from you the more points you get. You're not penalized by shooting constantly, and the first thought you might have is that you can shoot so much and hit everything. Sadly you cannot fill the gauge this way. The reason for this is because you need to increase the multiplier. This is the way to go. You increase it by hitting targets without missing.

This mini game is probably the most difficult so you'll need to practice tons.

- Bronze: 1 Clown Nose
- Silver: 3 Clown Nose
- Gold: Mooncoin Belt (Artificer exclusive)

And that's it for right now. We can do a couple more things, but let's leave that for later. And now we can move on to our next destination, Wolf Rock. However, before we do so there's a couple of places we want to check out.

Head back to the world map and once on the train go right from Horloge, then make a right at the fork (yeah, it's here where I noticed I could move the train) and you'll reach the **Lost Island Station**.

Before checking the pond to the south, let's check the 2 clock puzzles on the northern side. Let's start with the left one.

WesternPuzzle

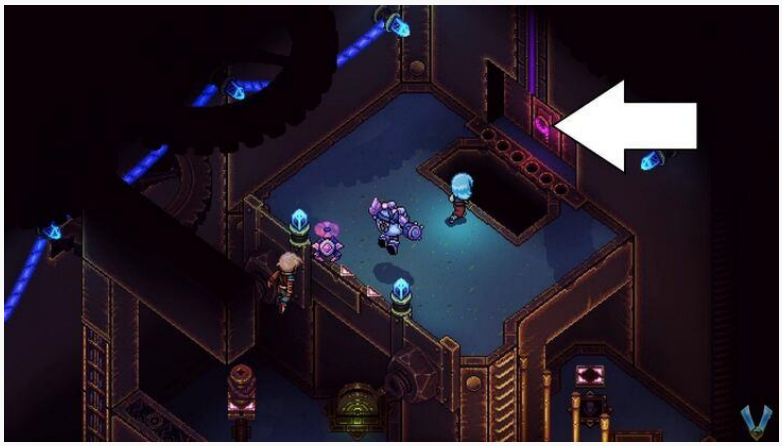
This puzzle is pretty straightforward. Start by dropping down and grab the grapple point. The lever north of it moves the pole where the grapple point is up. We'll need to do this to reach the end, but not yet.

Instead, with the grapple point in your pocket, hit the button to the right to lower the poles, and drop down. Place the grapple point down here, flip the lever, go back up the ladder and use the grapple point to cross the pit.

On the other side go up the ladder and drop down the right side to grab another grapple point and lower the bars. Place the grapple point on the left side and flip the lever to raise it, just like the previous one.

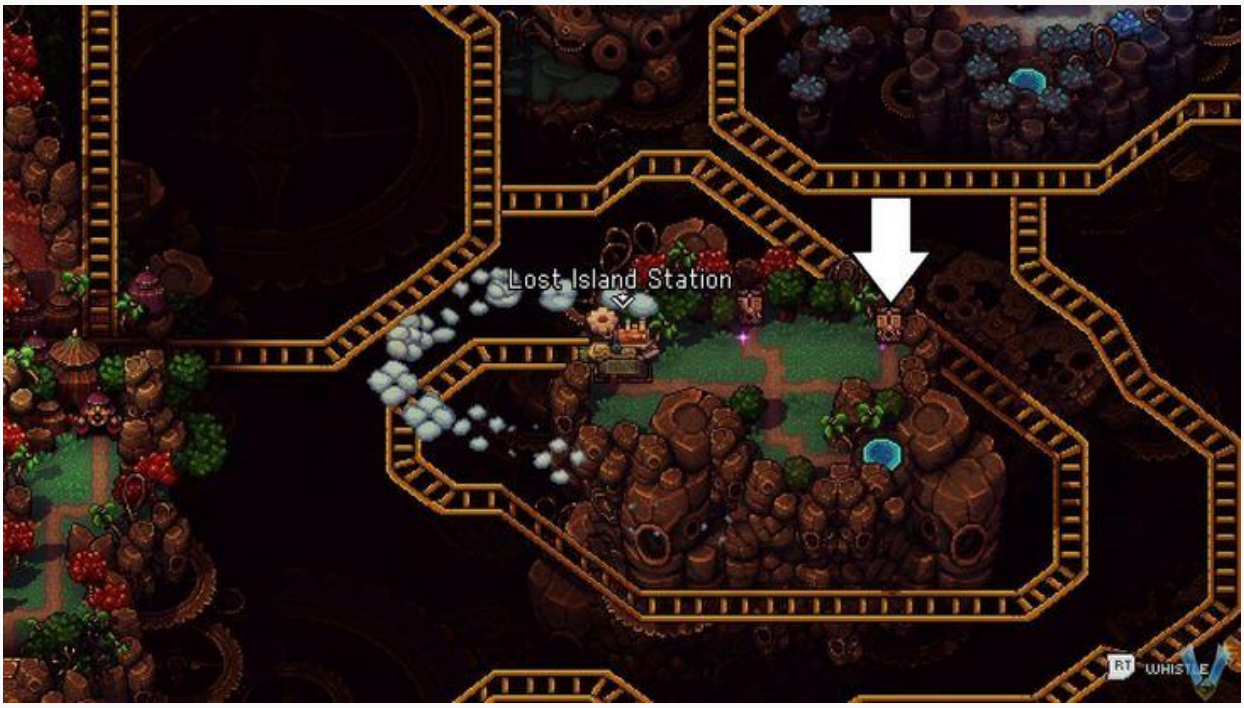
Go up the ladder and use the grapple point to cross into a fight. Easy enemies. Once you've dealt with them drop down the left side, go right and go back down to grab the grapple point down here. Head back upstairs, place the grapple point and NOW flip the lever to raise the grapple point.

With this, go ahead and go up the lever on the left side and up here flip the lever. This will actually raise the walls on the right. Quickly use the 2 grapple points you raise to reach the far right side of the room and use your rope to pull the purple button on the wall.



Doing this will net you **Time Rune X**. Nice!

Eastern Puzzle



This one is much easier. We need to raise the blocks up ahead to create a path from the top to the bottom. Simply follow the image below.

This one will net you **Time Rune VII**. Great and easy.

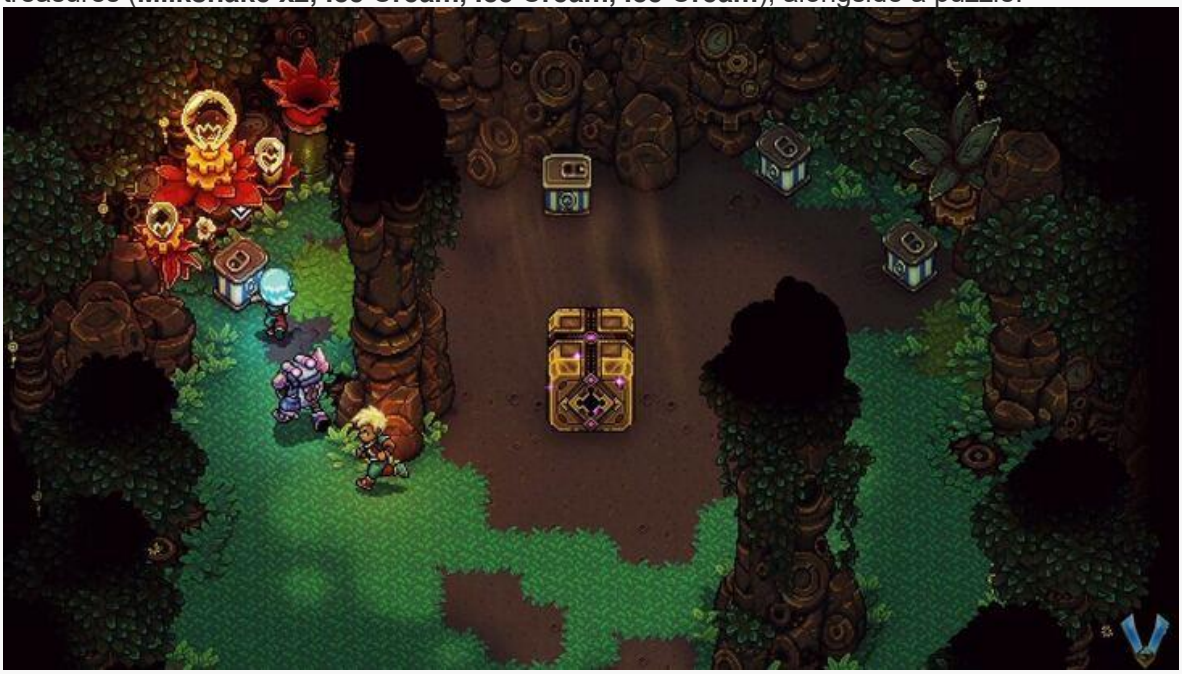
And with that, go ahead and enter Goodies Pond. See you in the next page!

Goodies Pond

This place is called **"Goodies Pond"**, and has **one new fish** for us.

As soon as we enter though, open the chest to the right for **Sour Licorice**.

Before we start fishing, go north and grab the **Sugar** and **Corn**, then jump into the pond, go to the waterfall and use the whirlpool to go down. Follow this path to find a dead end with the remaining 4 treasures (**Milkshake x2, Ice Cream, Ice Cream, Ice Cream**), alongside a puzzle.



As for the puzzle, you need to move the tiles and make the shape. I'll leave the image of the shape below alongside a video of it. Took me around 3 minutes so feel free to follow it completely to get it.

This will reward you with **Time Rune II**. Neat. Head back now and start fishing.

This fish you can catch here are as follows:

- **Small Goodie Bag**
- **Big Goodie Bag**

That's it for this area! Continue on with the game!

To proceed with the story, leave this place, get on the train, and at the fork have the train go north (south leads back to town), then south at the next fork and you'll reach the next major island. Of course, before entering the main area we're enter our next fishing spot, Were-Lake. See you there

Were-Lake

This place is called **"Were-Lake"**, and it's our final fishing spot. It has **one new fish** for us.

As soon as we enter, take the left path to find **Corn** and talk to the man further south. He tells you he threw his "Warlock Figurine" in the lake. He also tells us that he made a magnet to get it out but he only gives it to a master angler. Hmm.

Well, he tells us that there are 4 types of Goodie Bags but we've only gotten 3 so far (Small, Medium, Big) so we're missing one (the new one in this pond).

When you try to fish you'll notice one in the center with the pink sparkles. This is the Warlock Figurine. We'll get that last.

This fish you can catch here are as follows. Do note that this Big Goodie Bag and the previous one we caught are different so you need to catch this one.

- **Medium Goodie Bag**
- **Big Goodie Bag**

Once you've fished out the fishes here, return to the man and he'll give you the **Magnet Hook**. Now go ahead and fish out the "Warlock Figurine". Open the chest you fish out for the **Warlock Figurine**.

That's it for this area! Leave this place and head north. Present the "Were-Ticket" we got back in town and then enter the next area, Wolf Rock.

Wolf Rock

Enemy	Treasure List
P'tecass	Milkshake
Cog Flower	Recipe: Milkshake
Werwofmizquard	Aerialist's Wraps
GBB	Combo Skill: Galette des Rois
	Arcforge Plating
	Caramel Corn x2
	Fruity Roll
	Milkshake
	Grand Marvel's Regalia
	Leeching Circlet
	Jawbreaker

AUTHOR NOTE

I'm missing **1** treasure in this area. If you find it, please let me know down below in the comments. If you can, send me a screenshot so I can find it.

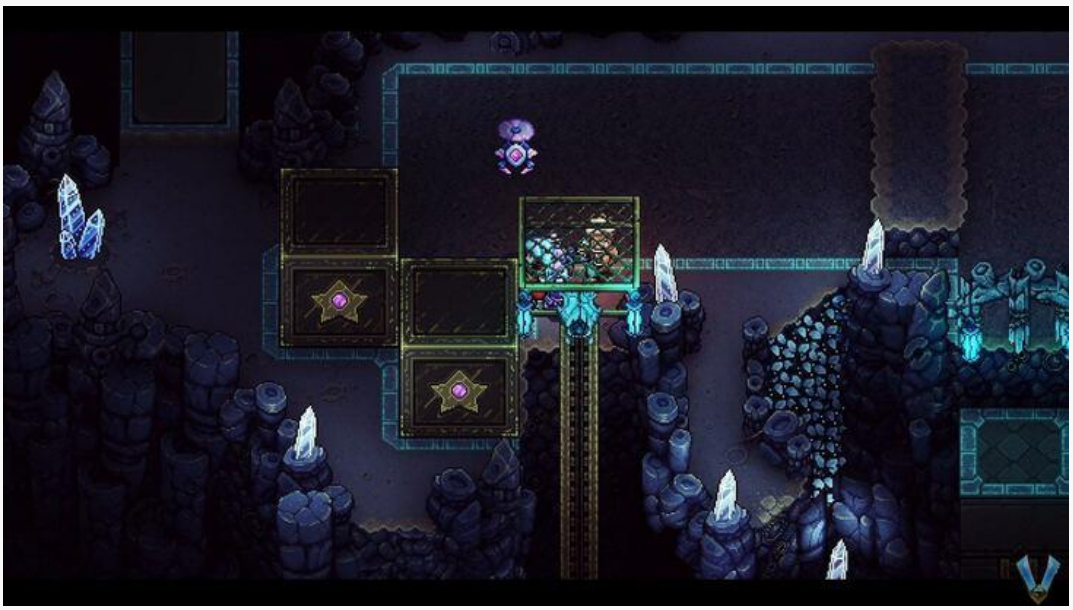
Welcome to the dark area of the game. I gotta say, this one sucks haha. I got lost so many times so I'm here to help you out! From where we start, go right and you'll have a shop and a campfire. Save your game as well.

Once we've done this, go right and up the ledges and into the cave. In here, note that we can grapple to these white walls.

After crossing the gap, exit the cave and head left once outside. Go down and back into the mountain. Inside, jump down the hole and we'll land in a little pool. In this room, get out the northern side and interact with the large crystal. This will illuminate the surrounding area.

Go right and grapple across the gap to the white wall where you can find a cube floor. Don't pick it up. Instead go south down the platform and jump off to enter a fight. Right afterwards open the treasure for **Milkshake** and grab the **Corn**.

Grapple back north, go up the wall and pick up the floor. Follow the upper left path to get back to the start, then go south, place the floor and jump down. Go ahead and touch the crystal to illuminate the area and go south to find some **Milk**. Now, to the right there's 2 blocks with a star we can move. Use your wind to blow them both left then down. Move the top one on top of the marked square on the left side.



What this does is lower the ground on the right side. After doing this, move the bottom block up and right past the lowered ground. Leave the block over here and now on to the left block. What to do with this one? Well, push it right and down. Climb on top of it then jump on the grated floor on the right side (this is what I couldn't figure out for the longest time... so much so I fell asleep haha).

Doing this will raise the bone gate on the right side. Once you've raise it, get off the platform, go back to the block on the right side and push it down past the gate and onto the platform below. This raises a grapple point.

Cross the gap using said point and continue right. Touch the crystal to illuminate the area and proceed to a fight against a couple of enemies. After the fight note we can place a floor here. Let's go look for it.

Head north and another spot to place a floor on the right. We'll be coming back. Grab the **Milk** and continue following the upper left path, up the wall and lower the rope ladder. Go down the ladder (you recognize where we are?) and go grab the floor to the lower left corner of the pool below. Once you have it, return, go back up the rope ladder and back to where we got the Milk, then place the floor on the right side to reach a chest with **Recipe: Milkshake**.

Pick up the floor once again, head south and place the floor down here. We can now continue. When you reach the watery area you'll have to fight some wolf enemies. Afterwards, go south a bit and you'll see a spot on the left and right where we can place a ladder. We'll use these in a bit. For now go further south, go down the ladder and pick up the ladder.

Once you've done this, grapple to the white wall to the right and climb. Time to place the ladder. Place it on either side and at the top cross the rope to the central little island hanging from the chain. What we want to do here is to interact with the 2 nails on the ground. Doing this will remove the ropes. We now need to remove the top 2 ropes. Just like before, cross either rope, remove the nail, then move to the other side and remove the other nail.

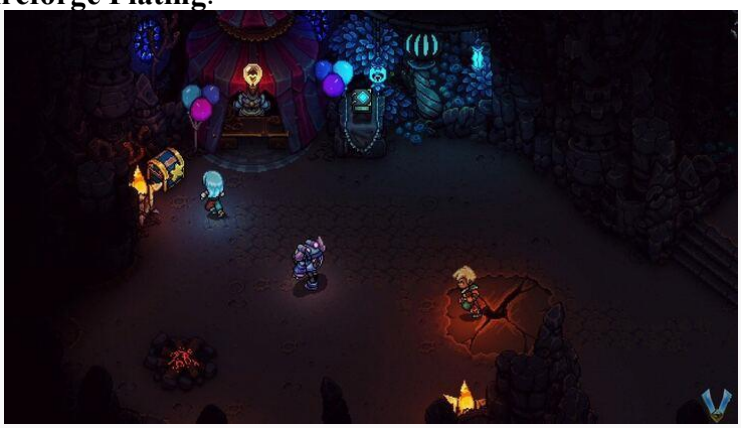
Once you've done this, **DON'T** jump down. Instead, in the upper left corner where the nail was, you can climb the northern wall.

Climb this wall to the top right and once up here walk down the platform and jump off the ledge. You'll land on the island hanging from the chain and break it down to blast open the floor below.

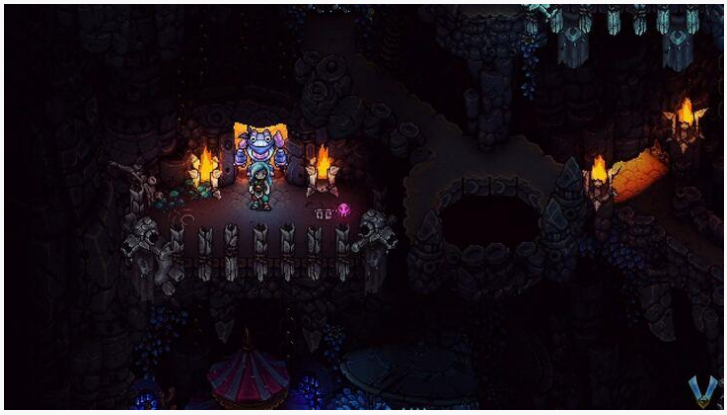
With the floor blaster, go down the whirlpool and follow this path until we're able to get out. Once you can, touch the crystal to illuminate the room and open the chest on the left for **Aerialist's Wraps**.

Continue going right from here, go up the vines and jump into the river. Follow it, fall off the side of it and follow it right all the way until you get out. Climb the ledges and pick up **Combo Skill: Galette des Rois**.

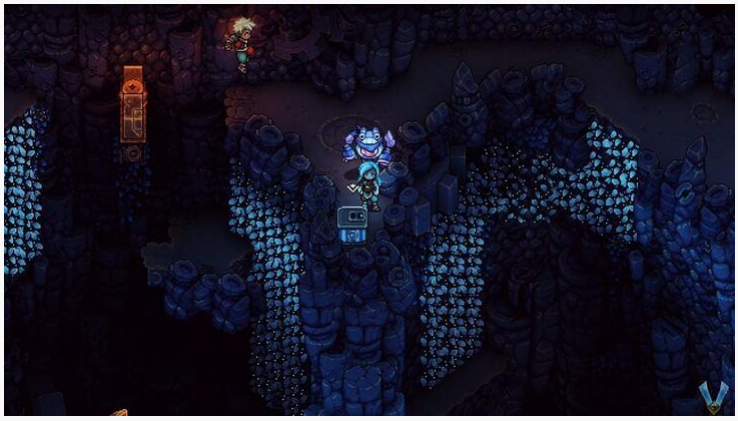
Ride the whirlpool down and in the next dry room, go left and kill off the wolf enemies. After the fight go left and keep your eyes on the bottom side of the screen to spot some white vines going up. We'll want to take them up but before we do continue left to find a shop, a save point, and a chest with **Arcforge Plating**.



Make any purchases you need and go climb those vines we previously saw. As you go up you'll see a large lock on the right side. Let's go find the key. Follow the path northwest, go inside the cave and follow the path to reach the **Bridge Key**.



Return to the lock and use the key to create a bridge. Cross it and go into the next cave. In here grapple across the gap, climb the walls, grapple across to the right and open the treasure on the southern side for **Caramel Corn x2**.



Go to the far right now, jump down the ledges and before we go right at the bottom, grapple across to the white wall to the left and enter the cave here. Inside you can find a clock puzzle thingy.

For this clock puzzle, go north up the wall and here note that there are 4 platforms, 2 on the left and 2 on the right and each with a grapple point and a lever. Our goal here is to move a crate from the upper left corner to the upper right. Start by interacting with the button on the northern side. It'll show you the crate we need to move (it gets destroyed) and the reward in the upper right.
What we want to do is to simply flip the levers so that the platform next to it is facing where the crate is. You have a couple of seconds before the crate is destroyed so you want to be grappling all over the place and move these platforms.

Once you manage to do this go ahead and grab your reward, **Time Rune VIII**.

Leave the puzzle and the little cave where the puzzle is, climb the wall, go right down the ledges and go right into the next room. In here we enter a fight right away. Watch the scene after the fight and once you regain control climb the ledge to the north then climb the wall. After climbing both walls, go ahead and fight another group of wolf enemies.

After the fight run around the floor here and you'll see that the bottom part of it starts shaking. Yeah, we can knock this floor down. Let's go further up. Climb the ledges on the right side and grapple to the vines on the left side. Climb to the top and jump south off the wooden beam. This will break a couple of floors and create a platform at the bottom that we can use to reach the upper right cave.

In the next area we'll be back outside. Grab the **Sugar** and jump off the right edge and fight the enemies down below. After the fight climb the ledges and the wall to reach higher ground. Grapple across the gap and enter the next room.

Time for a puzzle room! We have a new tile on the floor here. This one is a power source. We'll be using it a lot! Start by going north, pick up the floor tile and place it on the right to grab the **Milk**. Now take the tile south to the entrance and place it over here.

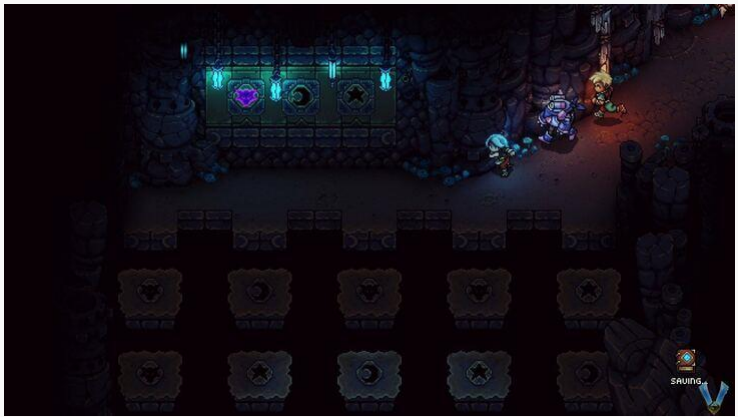
Once you've done this pick up the generator tile and the door will try to close. Nope, it can't! Take the generator north and place it up here. Go ahead and cross the bridge we just made and move the block up here south across the bridge. Now pick up the generator to get rid of the bridge. What now? Push the block north to the edge of the bridge, climb said block and grapple across the gap.

Once on the other side and with the generator with us, head north up the stairs and you'll notice a spot to place our generator. Don't place it just yet. Instead, drop down, climb up the vines, jump down the left side on top of the block and push it down.

Once you've pushed it down, note the wooden box in the bottom left. Push this box up and right to hit the block. You want it to be under the pipe on the wall. Once you've done this, push the block down, right and up so it's in front of the other pipe.

Once you have this done, climb the vines and go grab the generator to fill up the hole here. Now jump into the water, climb the wooden box and get out of here. Head south now and place the generator to raise a grapple point. Now go up the ladder on the left to create a path to go back to get back the generator, then place it on the southern side and exit the room.

In this room take a look at the northern wall. There are 3 icons you can see on the wall:



What we want to do here is to pretty much just hop on the platforms to the south in the order you see in the wall (wolf, moon, star, wolf, moon, etc). In doing so it's pretty easy to reach the bottom. However, there's a couple of items you can grab along the way making it a bit harder. Start by simply jumping on any platform that's not a wolf so you can fall down into the pit. Trust me. Down here kill the enemies and afterwards go south to find a ton of goodies for you. There's also a **Butter** to the north so grab that and make your way back up.

Back up here, follow the path below, starting on the middle platform with the wolf:

- Down, left, left, down, down, right, down, down.

Do this and grab the **Sugar**. Now let's go to the platform on the right side of the chasm. Start by jumping on the wolf platform on the northern side and simply go all the way right to reach the platform that has **Fruity Roll**.

From here we want to start from the moon platform to the south. From there go:

- Up (back to safety), up (to moon to reset), down (back to safety), left, down, down, down, down, left, down.

Go ahead and exit the room now.

Back outside you'll notice another lock. Let's go get that key. Use the grapple point to the right, climb the wall at the end of it, drop down the ladder (this takes us back to the very bottom of the room) and go left and into the next room.

In here kill the enemies and grab the **key** at the top of the ledges in the corner.

Head back outside, go down the ladder on the right and use the water jet down here to go up. Grapple to the left and use the key you just got. Cross the bridge and enter the next room.

Another puzzle room. We have 2 pillars we want to push, one of them to the left side and one to the right side. Do the following:

- Push the right pillar down.
- Push left pillar right, then down.
- Push the bottom pillar left, up, right, down, right.
- Push the left pillar left.

Both pillars should be in their spot. Now pull out the block in the upper right side to create a staircase going up, but before you go up, push both pillars up to have them go up. Easy. Now simply move them to the slot they have to go in and this will open the central door.

In this next room, simply grapple to the white walls a couple of times and after you cross the wooden beam, make sure to grab the treasure with **Milkshake**.

Exit this room, enter the next one and cross it to be back outside. Immediately go right and open the chest for **Grand Marvel's Regalia**.

From here go left, kill the enemies and climb the vines on the wall. Now go right and enter the next cave. Follow the path in here, grab the **Butter** along the way and continue until you reach another lock. Time to find that key.

From the lock go left and jump down the ledge to reach the bottom of the room, break the floor and reveal a jet that shoots you upwards. Use it to go back up, go left, climb the wall, drop down, grab the **Butter** and enter the room on the left.

Touch the crystal to illuminate the room, grapple across the gap in here, climb the wall and follow it all the way around until you reach a button. Hit it to raise a wall where the key is. Head back and now go UP on the wall and open the chest up here for **Leeching Circlet**.

Head back down, grab the key and leave the room. Back outside, go right, drop down and use the key to reveal another bridge. Cross it and enter the next room. Continue until a scene with Feral Queen takes place. Valere runs away so it's only 2 party members. Hmm.

Enter the next room and follow the pretty straightforward path. Kill the enemies at the end of the room and proceed to the next one. Here we'll have a campfire and a save point. Go ahead and heal up and save your game, then go up the ladder and enter the next room for a scene and then a boss fight.

BOSS FIGHT: FERAL QUEEN

Thankfully for us, this fight is a much easier one than the one against Narcis King, not that that one was particularly difficult.

The attack you'll want to be careful of is her Buiss Roulette move. She hides in one of 7 bushes and you need to find her. I couldn't find a way to see which one was the fake one, and to make it worse you can't use skills or combo attacks. This is to prevent you from attacking all of them at the same time. If you happen to know how to tell them apart, let me know down below and I'll update the strat!

Besides this, you want to attack and prevent her from performing her attacks. She does have one attack that hits all party members for quite a bit of damage. If you don't think you're able to prevent the attack, use an item to heal up to prevent dying.

For this boss fight, I highly recommend you keep some of that energy on the arena so that you can perform a couple of charged attacks to deplete those tabs and lower the damage of the attacks, or

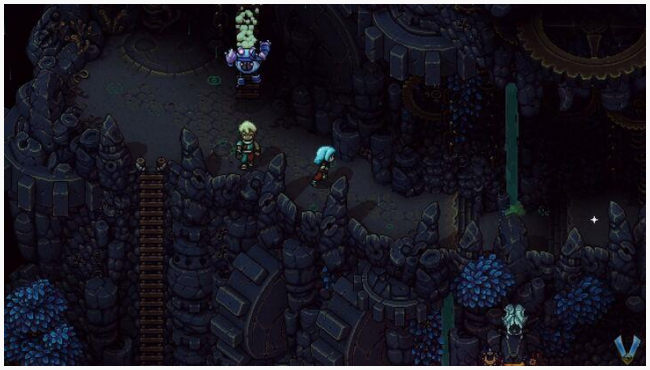
even stop the attack altogether. You'll also want to keep your combo gauge kinda full so you can use "Heap Frog" between Valere and Artificer because he has a move that requires 4 laser and 4 magic.

Near the end of the fight the Feral Queen will stop it and you'll go 1v1 against her (with Valere of course). For this part, use your Trapeze or Lunebo skill to stop her attacks. You have to have good timing but it's still possible. Not too difficult of a fight really.

- **Normal Attack**: hits one character for around 25 dmg.
- **Buiss Roulette**: creates 7 bushes and randomly hides in one. If you don't find her the attack will hit one party member for around 55 dmg.
- **Full Moon**: hits all party members several times for around 35 dmg.

Watch the little scene after the fight and we'll be able to leave.

Exit this room and you'll see how to get down. Nice! Head down the vines, save your game if you wish, go down the ladder, go left, down some more vines, go left, down another ladder and here STOP. Go right and just past the little stairs you can find a sparkle with **Jawbreaker**.



And with that, go ahead and finally leave this place.

Back out on the world map, make your way back to town to trigger a series of scenes. Once they're done, we're ready to head to the end of the game. Don't worry, we're coming back once we finish the game.

For now head back to the train and from town head NORTH first and up the mountain and get off a **Big Top Station**, then proceed into Big Top. See you in the next page!

Big Top

Enemy	Treasure List
Dynamice	Barbapapa x2
Keymiceter	Caramel Corn x2
GBB	Fruity Roll
Coilemur	Grand Marvel's Regalia
Billet Bull	Milkshake x2
	Starborn Bracelet
	Skybound Wraps
	Sour Licorice
	Infinity Lens

After the initial animated scene, move forward to trigger a scene and right off the bat a boss fight!

BOSS FIGHT: MONSIEUR TENDU

I knew this guy was going to be a boss, I just didn't expect to fight him right as we entered this area. Oh well, let's deal with him.

Monsieur Tendu is probably the easiest boss in the DLC and all of the game. He only has a handful of attacks and one of them can be completely stopped. Besides that attack, he has a single target attack and one that hits the party multiple times randomly.

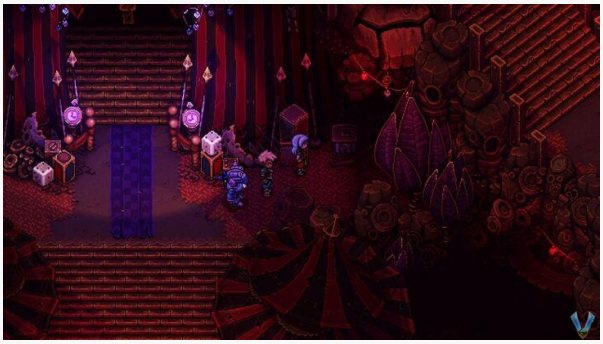
Mantra is an attack that you'll be very scared of. Well, it's not really an attack. When he uses the move he'll enter what looks like a meditation state. You need to break him before he completes his attack before... well, you take a LOT of damage. Don't worry though because he gives you a whopping 8 turns to break the 10 tiles he has, and this can be done in 2-3 turns.

His other attack is Mirage Toss. He creates several clones behind him that disappear from the screen and then come raining down on you. You need to block them as they land on you of course so keep an eye on where are they going to.

During the boss fight, the only thing I can recommend is to keep your HP up, preferably over 50. This way you can withstand and heal any of the 2 attacks he has. Besides that, just attack and the fight will eventually come to an end (he has a lot of HP).

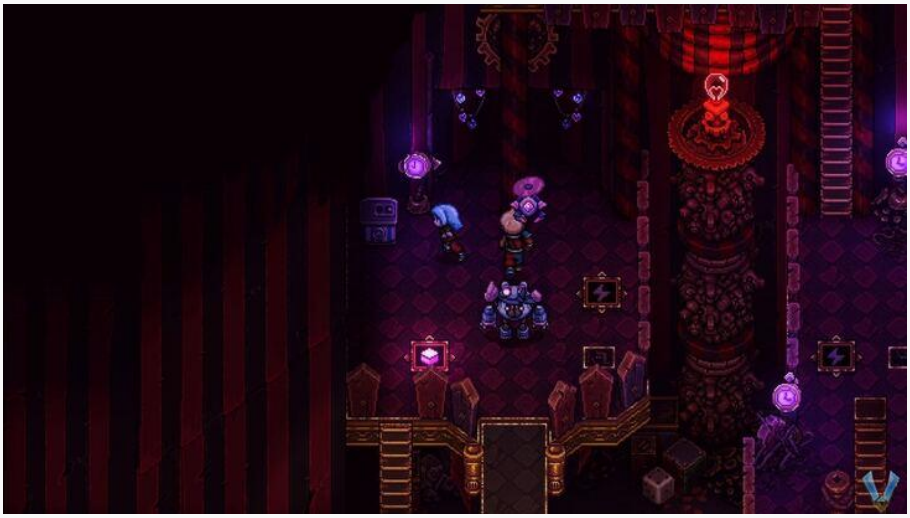
- **Normal Attack**: moves back and then dashes forward to hit one party member twice for around 45 dmg.
- **Mantra**: enters a meditation state and gives you 8 turns to break the tiles before unleashing a very powerful attack.
- **Mirage Toss**: hits all party members randomly for anywhere between 15 dmg. to 50 dmg.

After the boss fight, head north and use your grapple to pop the balloons. Grapple across and before leavinig the area go right and open the treasure for **Barbapapa x2**.



You can go left to get some **Corn** if you want, but when ready head north into the tent for a scene with these clowns. We need to go find these 12 tickets so we can finish the game. It's easy and, surprisingly, doesn't take that long so let's get started. We can start by either going left or right but we're going left first. Just make sure to heal up here and save your game. I would recommend not buying any armor or weapons since we'll be getting our "ultimates" before reaching the final boss. Anyway, follow the path going southwest inside the tent until you reach the next tent.
In this next tent, as we move forward we'll have a fight against some rat enemies. You want to be careful and deal with the white rat ASAP. They can call for reinforcements.

After the fight, pop the balloons on the left side, grapple across the gap and pick up the generator. Return across the gap and place said generator down the stairs to the south. This activates the huge cannon. Nice. As soon as you land though, make sure to open the treasure nearby to get **Caramel Corn x2**.



From here, pick up the floor tile, jump down and place it down here. Cross back to the start and pick up the generator. Head back north across the floor tile, go up the ladder and place the generator up there. This moves a wall so we can use the grapple point.

We can't reach it so head back down, pick up the floor tile and place it up here. We can reach the grapple point now so cross, go north up the ladder and drop down the rope ladder. Head down, grab the generator tile and go to the right side of the area and place it down here to lower the ladder.

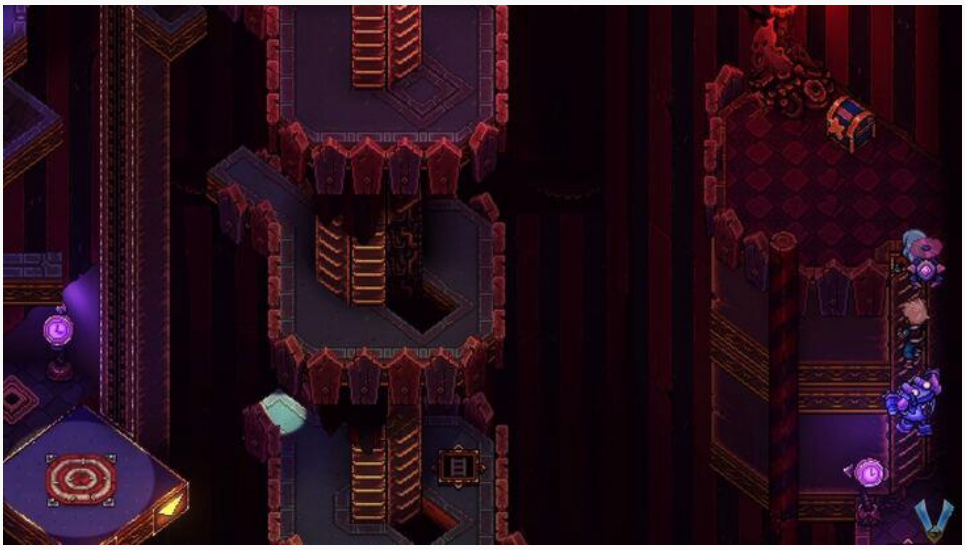
We can now take the ladder but before we do, grab the floor tile and place it down here so we can cross. Grab the ladder tile now, go south across the bridge and grapple to the left and place it over here. Now bring over the generator and you'll create a super long ladder. Head up this ladder and cross the rope to reach the balloon with the first 2 tickets.

Return to the main tent and we're taking the southeastern exit now. Grab the **Butter** when you leave the main tent and proceed to the next tent afterwards.

In this one we need to reach the top by bouncing off the target block and landing on the target tiles you see on the ground. Before you do anything though, make sure to check the northern side to find a hidden **Fruity Roll**.

Go ahead and climb the central pillar and push the button on the second floor to gain access to the block with the bouncing platform. Go to it and push it off the ledge. Move it to the southwestern corner, climb the tower again and jump off the southwestern corner to bounce off the block and reach the lever. yeah, this is how we're going to do things.

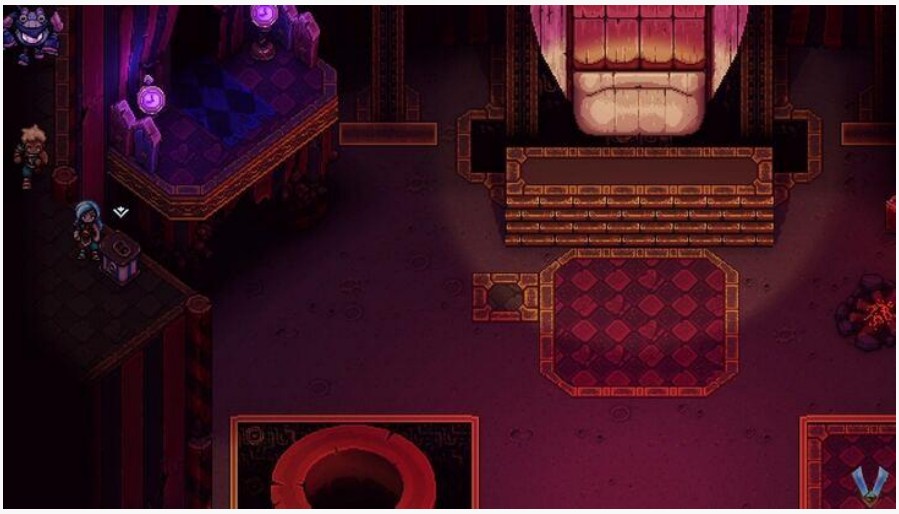
Once you've flipped the lever, push the block to the northwestern corner, climb the tower to the third floor and jump off the northwestern side. Press the button to lower the floor at the bottom. Head back down, push the block to the southeastern corner, go up to the third floor and jump off the southeastern side. Pick up the ladder tile here and make sure to go up the ladder past it to find a chest with **Grand Marvel's Regalia**.



Head back down, move the block to the southwestern corner and jump off the second floor to reach the lever again. Flip it to raise the bullseye platform then move the block once again to the northwest. Go up the pillar, place the ladder and go higher up to the fourth floor. Jump off to reach a platform with a button. Press it.

And with that simply jump down and climb the tower to the top to reach the balloon with the the tickets. Once you have them, return to the main tent.

Now, with 4 tickets in our pocket we can choose either activate the left or the right console. Let's activate the left one. Use the cannon to reach a ledge and before jumping down go south to reach the treasure with **Milkshake x2**.



Return, jump down and go through the door to be back outside.

Out here jump down the ledge, grapple across the gap and jump down to fight the enemies here. Afterwards, hit the button and this will send the hand statue here back to the main tent.

Climb the right ledge now, grapple to the northern wall and enter the tent up here (and the **Butter** outside). As soon as you enter the tent you'll see a plethora of enemies. We need to fight them all, but thankfully this is in waves. Start by fighting the first wave of enemies then open the chest to find **Starborn Bracelet**.

Go left now, grab the **Milk** and fight another back of enemies. Afterwards climb the ledges, grab the **Sugar**, kill some more enemies and then pop the balloon for another 2 tickets.

Leave the tent, head up the stairs and press the button so you can head back to the main tent.

We can now activate the right console. Do so, use the cannon to go up, and just like before, before jumping down go south to grab the **Sugar**. Now return, jump down and go through.

Outside, follow the path until you reach the tent. Grab the **Sugar** outside and then head inside the tent. Start by immediately grabbing the chest with **Skybound Wraps**.

Fight the enemies to the north and we'll have 3 puppets creating a pillar with a platform on top and a purple chicken in the center. Use your wind power to blow the chicken and it'll spin, making the puppet pillar move. Interesting. Move them onto the bullseye in the bottom left corner then climb the bottom right pillar and jump onto the seesaw. This launches you on top of the puppet pillar.

Grapple across to the north from up here and press the button to reveal several squares on the floor. You'll also see a diagram on the northern wall. We want to press those buttons marked there. Move the puppet pillar to the central northern square and you stand on the central southern one. This will open the "jail" on the right side and it'll give us a second puppet pillar.

Go grab the **Corn** inside the jail and we now want to do the the form shown to us above. For this one it seems impossible but what you can do here is to have one of them stand on the bullseye and launch yourself up to it to have it move forward once. Go ahead and stand on the 3 squares marked.

This will release the final puppet pillar. Blow onto the chicken until all 3 of them are on the northern side. This will create a path up above. Climb the ladder on the left side of the room, grab the **Sugar** and cross the room and grab the 2 tickets. Nice.

Leave the tent, go south and kill the enemies down below. Move to the right end and press the button to send the statue hand back to the main tent.

With both hands here the mouth will open. Return to the main tent, heal up, save your game and head through the mouth to trigger a scene and a boss fight!

BOSS FIGHT: PANTOUF

Time for a fun fight... kinda. This is a fight with 2 phases. We start by fighting both Pif and Pouf. These 2 don't really do much and will go down in a couple of hits.

- **Normal Attack**: hits one character for around 20 dmg.
- **Front wheel crash**: hits one character for around 35 dmg.

On the second phase though, that's when they both ride the huge mecha in the back and that's the thing you'll have to fight. This guy is much stronger, given that his normal attack can now hit all party members. It doesn't do much damage but there's also no way of stopping it so make sure to keep an eye on your HP.

I think the most annoying part of the fight is the boss using its Hypercut attack. It makes it so that one of your party members is unavailable for a couple of turns. It drastically lowers the damage you do to the boss. You do want to be extremely careful though because when your character comes back down, you need to press the button to time their fall. If you happen to time it correctly you can prevent them from taking damage. If you don't then they'll take a ton of it. You can't really tell so keep your eyes peeled.

That's about all the boss does. Keep your eyes peeled for your HP and for it not to drop too low. Keep it above 40-50 and you'll be fine. If possible, have Artificer use charged attacks to do massive damage to the boss and it'll be over before you know it.

- **Normal Party Attack**: hits all character for around 20 dmg.
- **Normal Attack**: hits one party member for around 30 dmg.
- **Hypercut**: sends one party member away and unable to use during the fight.

Watch the scene after the fight and afterwards return to the previous screen to see that we have 2 new paths to follow: upper left and upper right. Just like before, we can follow either path. Let's go left first. Follow the path, grab the **Milk** from the left side of the tent then go inside.

In here we've got a large tent. Before you do anything, start by going north down here on the floor to find a whole bunch of goodies for you to loot. Make sure to go to the northern most point to find a hidden sparkle with **Sour Licorice**.

Head back down and go up the stairs in the center. Grapple to the north to reveal a button and from here we simply need to follow the obstacle course here. We're on a timer and there's a lot of grappling to do. It's pretty straightforward until you reach the button that let's you grab the 2 tickets. Nice. Just 2 more to go. Return to the main tent now and take the upper right path now. Outside, grapple across the pit, go right at the fork for some **Butter, Milk, Sugar**, then head down the stairs. However, BEFORE going inside the tent, go down the ladder and enter the cave for a clock puzzle thing.

For this puzzle we need to place all 3 of the screws with the crystal on top onto the green squares in the center. I'll leave you a video of how I did it since I don't think it'll be easy to explain in text.

Once you complete the puzzle you'll get **Time Rune XI**. Head back outside and enter the tent up above.

Inside start by grabbing the **Milk** in the center of the room, then climb the ladder on the southern side. We'll be using this cannon a lot so get in and shoot yourself upwards. When you land, note that you can place a trampoline tile here. Let's go look for one.

Start by killing the enemies here, go up the stairs and kill another group of enemies. You'll see that we have 2 more spots where we can place a trampoline tile. Go left and you'll see the 3 trampoline tiles we need. Nice!

Start by placing a trampoline tile on the 2 spots on the right side, and the third one on the first spot we saw (where the first fight took place). Afterwards head back to the cannon and use it to reach a new platform. We need to put a trampoline tile here but before we do that, go to the upper right side of the platform and you'll see a spot where you can jump down. Do so to reach a chest in the upper right with **Infinity Lens**.

Jump back down and use the cannon once again. Jump down to the spot where we placed 2 trampoline tiles and grab the upper right one (the one we just used to get to the chest). Use the cannon once more and now we can place the tile. Put it down and AGAIN use the cannon to finally reach the top. Grab the **Corn**, go left and jump down the edge where you can then grab the last tickets.

With these in your pockets, return to the main tent and use them on the console to open up the way to the end, which is an elevator that goes up. Ride it upwards and then heal up and save your game. When ready proceed north to trigger a scene and the final boss fights.

BOSS FIGHT: PUPPETEER

I've got to say, this fight is actually really fun. We're basically fighting over a Wheels board and as you may imagine, the pieces will move just like they would in a Wheels match.

There are several pieces that each have their own attacks, but the thing you want to really keep your eye out for is the central piece that rotates. There's 5 pieces that rotate and these have either orange or green blocks (from 1 to 3 of them), or nothing. If you haven't played Wheels, then note that the green blocks (or diamonds) affect the pieces on the right while the orange ones affect those on the left. You can tell by the little pillar next to them.

You may also notice that some of these have like a "space" background. These are different from the normal ones.

- **Normal**: lowers the pillar by a certain amount.
- **Space BG**: fills the bars on the bottom of the platform where they are.

What's cool is that you can hit these to have them respin in case you don't like what you're seeing, but it's random as well so you may save yourself, or you may make your situation worse. The Puppeteer can also lock some of these so you can't mess with them so keep that in mind.

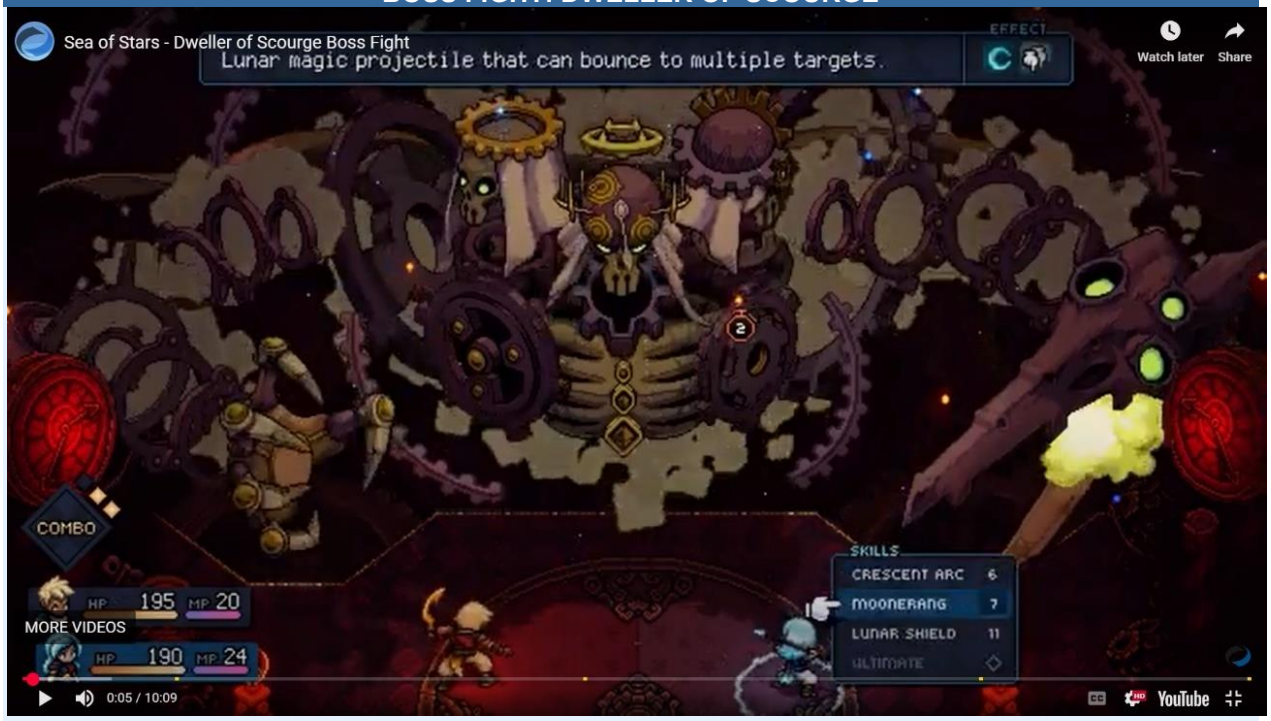
So what happens when the pillars go all the way down and when the bars on the platforms where the pieces are standing on? Well, when the pillar goes all the way down then the Puppeteer will move that piece and make it attack. When the bars fill up (each time the piece attacks it gets 2 bars filled) they'll use their strong attack. You normally want to avoid these at all cost but since it's completely random, you can't really stop them altogether.

So the strat for the fight is to start by attacking the enemies that have an actual weakness to your attacks. If they're swapped out and don't have any, have both Zale and Valere focus on the same figure. When the Knife Thrower is out, full focus on this one because they deal the most damage. I personally don't really recommend attacking the rings to change the tiles, but feel free to do so. Use Valere's Lunebo to hit them all to really help you all, but other than that, I don't recommend doing so. It's just wasted damage.

Halfway through the fight, Valere will disappear and Artificer will appear. This may be completely random and you may have different characters even at the start, but the fight remains practically the same.

- Clown
  - **Normal Attack**: hits one party member for around 20 dmg.
- Magician
  - **Normal Attack**: hits one party member for around 20 dmg.
- Fortune Teller
  - **Normal Attack**: hits one party member for around 20 dmg.
  - **Tempestal Ball**: hits all party members for around 25 dmg.
- Knife Thrower
  - **Normal Attack**: hits one party member for around 25 dmg.
  - **Knoife**: shoots several daggers up in front of a character but only one will hit and it does for around 50 dmg.
- Strongman
  - **Normal Attack**: hits one party member for around 25 dmg.
  - **Stomp**: hits all party members for around 25 dmg.
- Mime
  - **Normal Attack**: hits one party member for around 20 dmg.
  - **Saw ya!**: hits one party member for around 45 dmg.

BOSS FIGHT: DWELLER OF SCOURGE



Time to fight the big bad boss. At the start of the fight you'll see that nothing damages him. As you attack him a scene will play out where we end up gaining our normal powers back. Let's go!

Having our powers back means we'll be able to deal more damage, and I really mean more damage. You'll be able to do 1000+ dmg. to the boss using Valere's skills, which is great. Sounds good, but the boss also has a ton more HP so it doesn't really matter haha. It's just a change in numbers.

Throughout the fight, the boss will start charging its powerful attack. Nothing we can really do to stop it. You want to make sure you're fully healed before he's fully charged because his attack, Cog Rain, can do quite a bit of damage.

He can also heal himself using the Sap attack. This attack comes when you see the pink cloud in the boss's right hand so make sure to prevent that attack.

- **Normal Attack**: hits all party members for around 20 dmg.
- **Gas Attack**: shoots several gas clouds at one character, doing around 50 dmg.
- **Cog Rain**: several tiny cogs appear throughout the screen, but 2 large ones appear from the upper right corner of the screen to hit both characters for around 90 dmg.
- **Sap**: hits both characters for around 40 dmg. and heals himself for 740 HP.

Once you "defeat" the boss, we'll have a scene with Artificer. Go south when you have control of him to trigger a scene with him and the gang and we'll be making use of a giant Artificer. Wow!

In this part of the fight we pretty much have infinite HP. What you want to see is the gauge on the right side. You want to raise the skull icon all the way to the top to defeat the boss.

Also note that we can attack, do a risky attack, or defend. You need to pay attention to what the boss says, but it usually goes: Risky Attack, Defend, Risky Attack, Defend, Risky Attack, Defend,

etc. Yeah, not really much to say. Simply alternate between those 2. Of course, when you see the lines I wrote below, that's when you want to **Defend**. You want to defend when HE defends. If you attack when he defends he'll counter attack and we don't want that.

- Dweller of Scourge is checking the situation.
- Dweller of Scourge puts on a serious look.
- Dweller of Scourge needs a breather.
- Dweller of Scourge is hesitating.

After the fight we'll have several scenes and animated cutscenes play out and the game will officially come to an end. We also get **Time Rune XII** as a reward. Of course you can end it right here, or proceed to our next page where we go through whatever's remaining to collect.

And in case you don't want to continue...

I hope you enjoyed this guide as we played through the Sea of Stars DLC together. I remember how much I loved this game and I honestly had no idea there was DLC coming, but when I learned it was coming, of course I had to just jump in and write for it. I feel like the quality of this DLC is incredible, and making it free for no aparent reason makes it so much better.

If you enjoyed the guide, be sure to comment below as this guide wouldn't be here without Neoseekers support. Thanks for playing along with us everyone!

Post Game

I called this post game but it's basically here to do whatever it is we didn't do in previous pages. This means a handful of Time Runes and what happens when you place them all.

Anyway, we regain control back in town. Start by going to the eastern side where the clock puzzle thing is. Remember we unlocked this the first time we were in town? The fight inside was impossible, and still right now after finishing the game it's a bit hard. Well, not really. Just make sure to kill the Cog Flowers first because they can heal the entire enemy party.

You reward for completing the fight is **Time Rune IX**.

Now go to the northeastern part of town and we'll have another puzzle inside the tent.

Once inside, simply move the ladder to the left side, climb it and here we need to move the blocks in a certain way. I'll leave a video below with how to do it.

Once you complete it, your reward is **Time Rune VI**.

And with that we're only missing "Time Rune I". To find it is easy... but can be time consuming. Head to the tent southwest of the large clock on the floor in the center of town and in here you'll find 3 Wheel players. You simply need to defeat them at a **Champion Game**.

AUTHOR NOTE

I don't know if you need to defeat all 3 of them (I'm pretty sure you do), but I got it from the bottom Wheels player.

Once you have all 12 Time Runes, head to the central clock and interact with the purple button.

Once you place them all down you'll take this clock down into a secret area. Head north down here to trigger a secret scene. And once you're done with the scene, you're pretty much done with the DLC. Congrats!

All Time Rune Locations

Time Rune I

- **Location**: Defeat all 3 Wheels players at a **Champion Game** in the southwestern tent in town.

Time Rune II

- **Location**: Goodies Pond. Go down the whirlpool in the lake and complete the puzzle.

Time Rune III

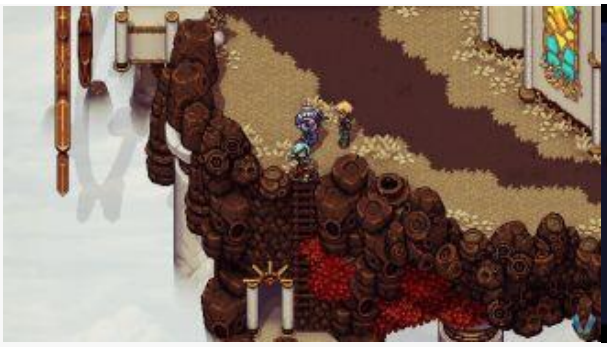
- **Location**: Rail Forest. Enter the hidden room behind the mountain and complete the puzzle.

Time Rune IV

- **Location**: Puzzle outside Ivory Towers.

Time Rune V

- **Location**: Puzzle inside Ivory Towers. Outside the southeastern building (4th building).



Time Rune VI

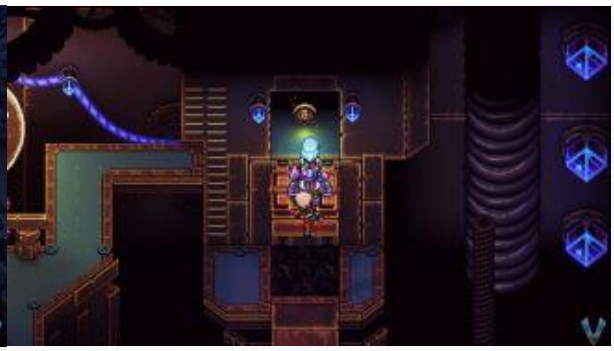
- **Location**: Complete the puzzle on the northeastern side of Horloge Town.

Time Rune VII

- **Location**: Puzzle north of Goodies Pond.

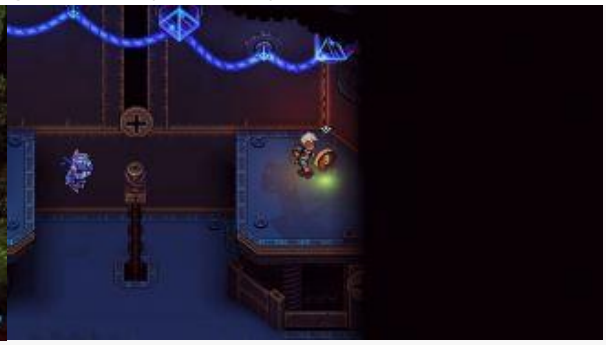
Time Rune VIII

- **Location**: Wolf Rock



Time Rune IX

- **Location**: Complete the fight challenge in town (east side).



Time Rune X

- **Location**: Puzzle north of Goodies Pond.

Time Rune XI

- **Location**: Puzzle inside cave in the northeastern puzzle area of Big Top.

Time Rune XII

- **Location**:Finish the game.